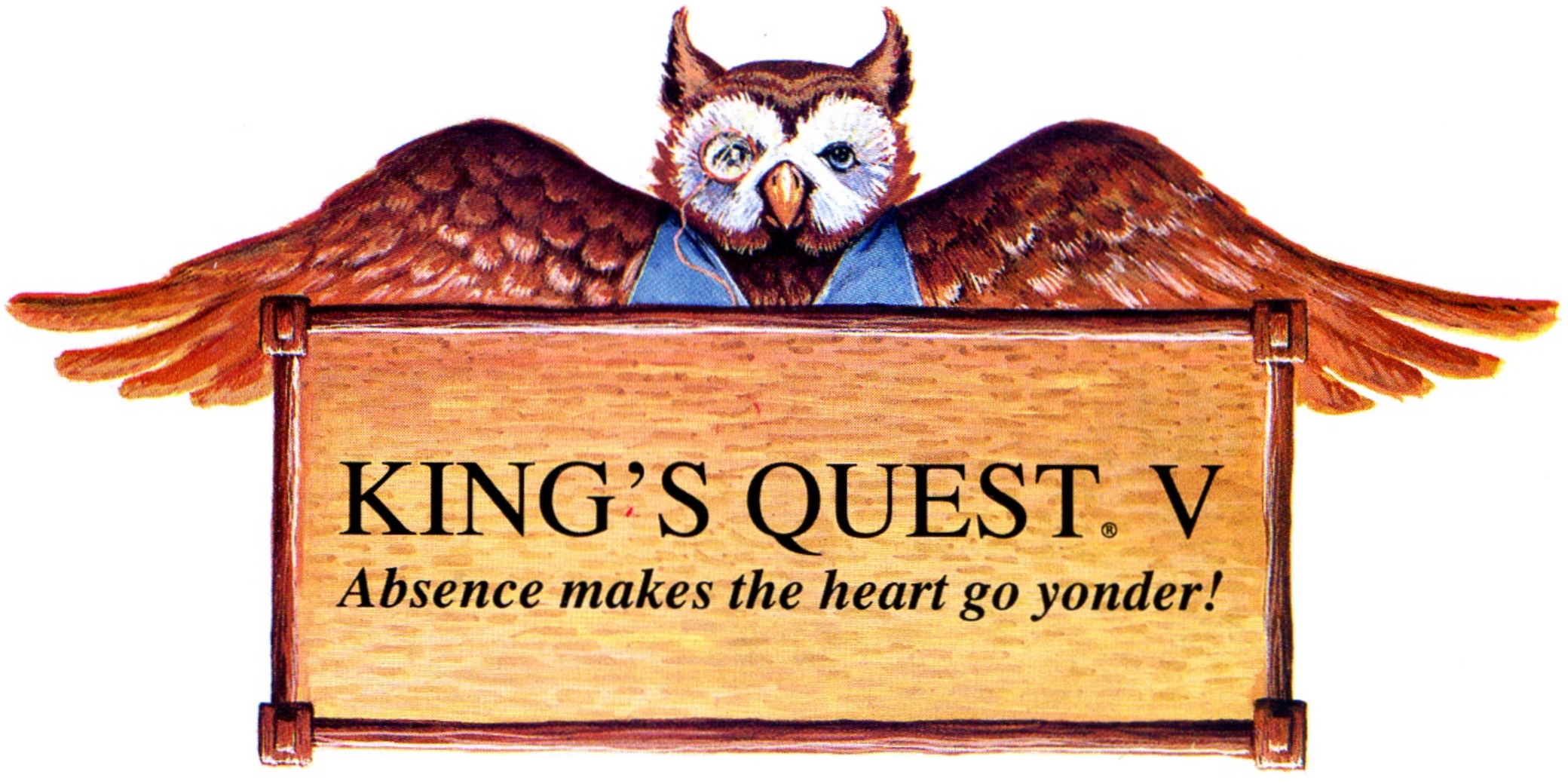
King's Quest® V



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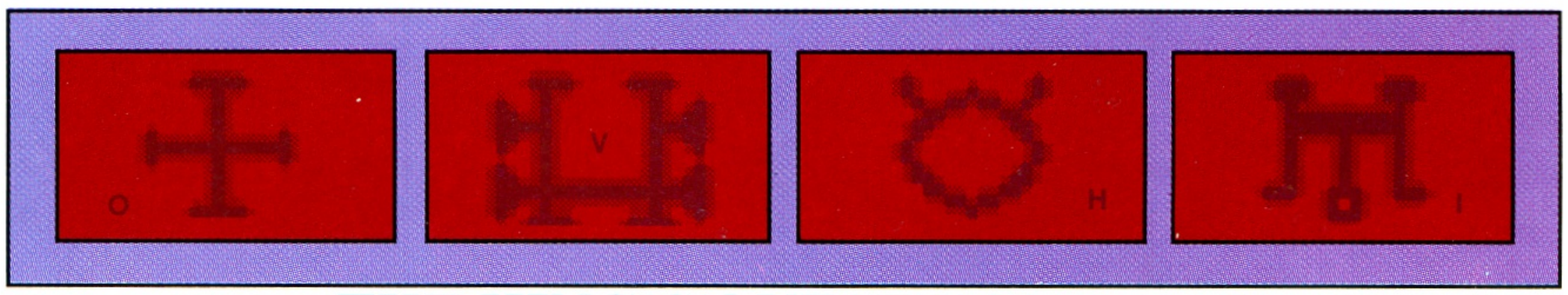
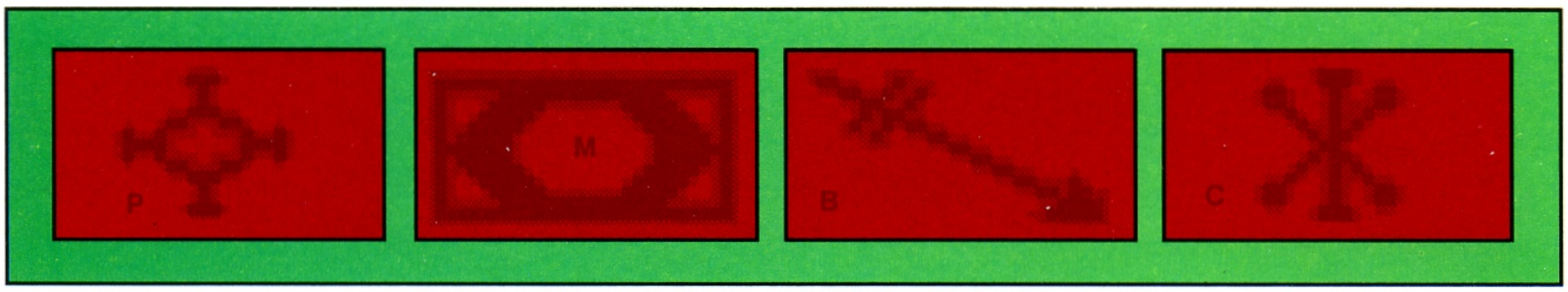


THE KING'S QUEST V MANUAL

TABLE OF CONTENTS

Quest For the Castle 4
How to Read This Manual 8
ALL SYSTEMS
Getting Started 8
MS-DOS
Installing & Loading 10
ATARI ST
Hard Disk Installation 11
Loading 13
AMIGA
Hard Disk Installation and Loading Instructions 13
MACINTOSH
Hard Disk Installation and Starting Instructions 15
HOW TO PLAY KING'S QUEST V
ALL SYSTEMS
Using a Mouse to Play King's Quest V 16
Using a Keyboard to Play King's Quest V 18
Using a Joystick to Play King's Quest V 19
The Icon Bar 20
Magic Spells 25
Pausing Your Game 26
Saving Your Game 26
Restoring Your Game 27
Need a Hint? 29
Technical Help/MS-DOS 31
Technical Help/All Systems 34



QUEST FOR THE CASTLE

Long ago, in the kingdom of Daventry, there were three magical treasures that kept the kingdom strong and prosperous: a magic mirror that foretold the future, an enchanted shield with the power to overthrow any invaders, and a treasure chest that was never empty. These treasures were taken from Daventry by deception and stealth, and without them Daventry grew poor and weak and King Edward, once a stout-hearted and vigorous ruler, had become powerless and sickly. Edward had no heir, and everyone feared the chaos that would result on his death.

King Edward asked his bravest knight, Sir Graham, to embark upon a quest to recover the three treasures. Graham's quest was successful, and as his reward, King Edward named Sir Graham his heir and

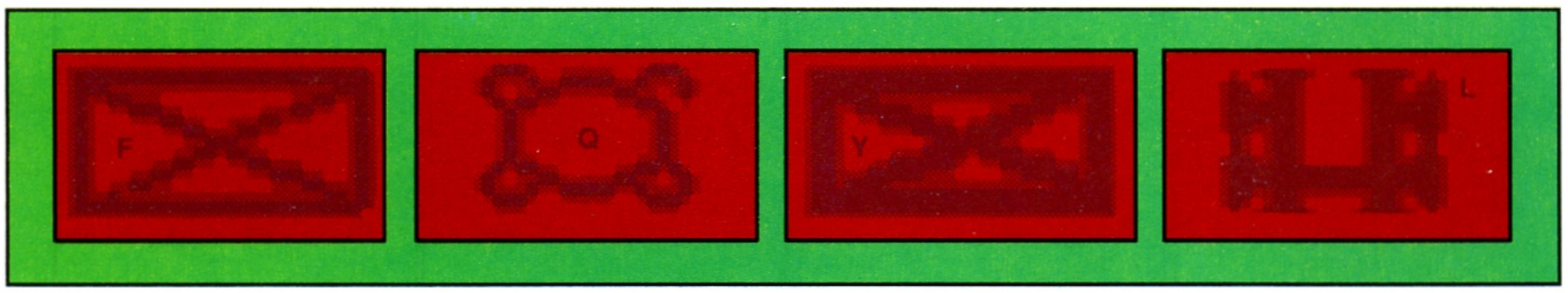
granted him the throne of Daventry. *The chronicles of Graham's search for the royal treasures of Daventry are recounted in* ***King's Quest I: Quest for the Crown***.

King Graham was a wise and kindly monarch, and with his great wisdom and the return of the three treasures, Daventry prospered once again. But Graham knew that he must soon marry and establish his own royal line with an heir to his throne. He searched far and wide, but no maiden in the kingdom possessed the qualities he sought in a queen.

One day King Graham saw in his magic mirror a vision of a lovely young woman held prisoner in a crystal tower. The mirror told him that her name was Valanice, a girl both beautiful and good, who had been stolen from her home and taken to a far land. Graham vowed to find her and set her free. After a long journey with many trials, he did, and asked her to be his queen. *The chronicles of Graham's perilous journey to rescue the lovely Valanice are related in* ***King's Quest II: Romancing the Throne***.

In time, Queen Valanice and King Graham became the parents of twins, a son and a daughter. Life in Daventry was peaceful and good — for a time.

In a land far away lived an evil and powerful wizard named Manannan. It was his wont to kidnap infant boys and raise them to be his slaves, killing each in turn before he was full-grown and could pose a threat to the wizard's dominance. His most recent vassal, a boy he called Gwydion, was, however, unusually bright and perceptive. He mastered several of Manannan's spells and turned them against him to gain his freedom.

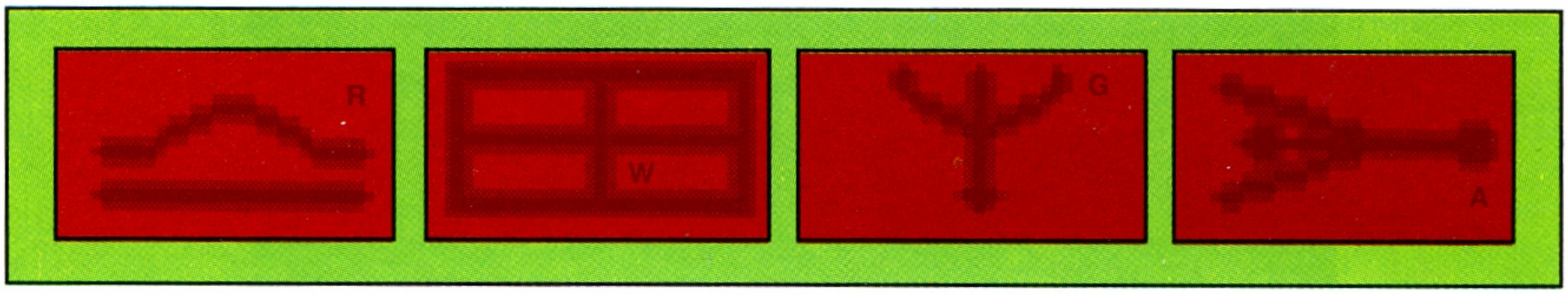


After a time, Gwydion's travels brought him to Daventry, not the lovely and peaceful Daventry of days gone by, but a land devastated by a terrible affliction. The kingdom had fallen victim to the ravages of a dreadful three-headed dragon, which had burned the land all around and killed many people.

Gwydion was able to use his newfound magical powers to destroy the dragon and rescue an intended victim from its lair. He was taken before the King and Queen and rewarded in such a way as he never could have imagined in his life as Manannan's slave. *The chronicles of Gwydion, his trials and his journeys, are told in* ***King's Quest III: To Heir is Human***.

In later years, King Graham's health began to fail, and the royal physicians were powerless to help him. Only a magical fruit from the faraway land of Tamir could bring about a cure and restore the health of Daventry's monarch. Graham's daughter, Princess Rosella, set off in pursuit of this healing magic for her father. On her journey, she performed many brave deeds, and had many great adventures. *The chronicles of Rosella's travels and experiences in Tamir are described in* ***King's Quest IV: The Perils of Rosella***.

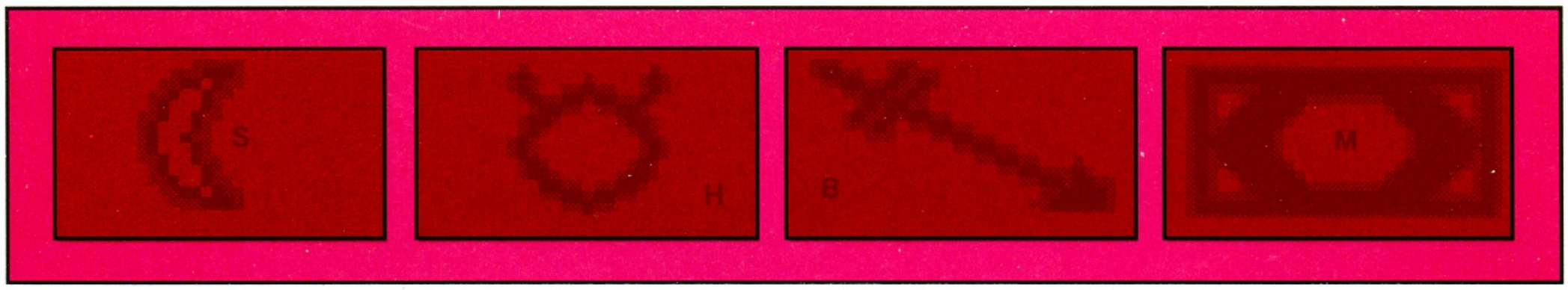
With the king's health fully restored, and his family together once more, it was a happy and fulfilled Graham who set out for a walk in the forest one spring day almost a year since Rosella had returned from Tamir. The kingdom was peaceful and prosperous again, and the people were content. Birds were singing in the trees. It seemed an auspicious sign.As Graham was contemplating his good fortune, a sharp wind blew into the



woods from the east, whirling up sticks and leaves into his path, and startling the birds into silence. The air grew suddenly colder. It seemed an unexpected storm was approaching. Graham began to walk back toward the castle, his joyful mood broken by a dark foreboding. When he reached the top of the gentle rise overlooking his home, he was horrified to see only empty space where the royal castle of Daventry had stood only minutes before. Cold fear gripped his heart. Where was his family? What had happened to them?

"Whoo-hoo...whoo-hoo." An owl hooted behind him, but Graham scarcely heard it over the pounding of his heart. "I can tell you what happened," came a voice behind him, and Graham spun around to confront a large owl in a blue vest and spectacles. "I know what happened to your castle. I saw it all," said the owl.

Journey into the magical world of ***King's Quest*** *once again on a quest for the missing castle and the royal family of Daventry.*



How to Read this Manual

Throughout this manual we will use the following ways of representing information:
MENU COMMANDS will be CAPITALIZED.
Example: SAVE, RESTORE, QUIT
Typed commands will appear as **bold type.**
Example: 'type **install**'
Portions of the command line not meant to be typed will not appear in bold type. For example, in the line 'type **install**', 'type' should not be typed.
[Keystrokes] will appear in brackets setting them off from the surrounding text.
Example: [ENTER], [PageUp]
The brackets are not keystrokes and should not be typed.
When a key should be pressed and held down while another function is performed, the two functions will be separated by a hyphen.
Example: '[Ctrl-Click], [Shift-Click].'
The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

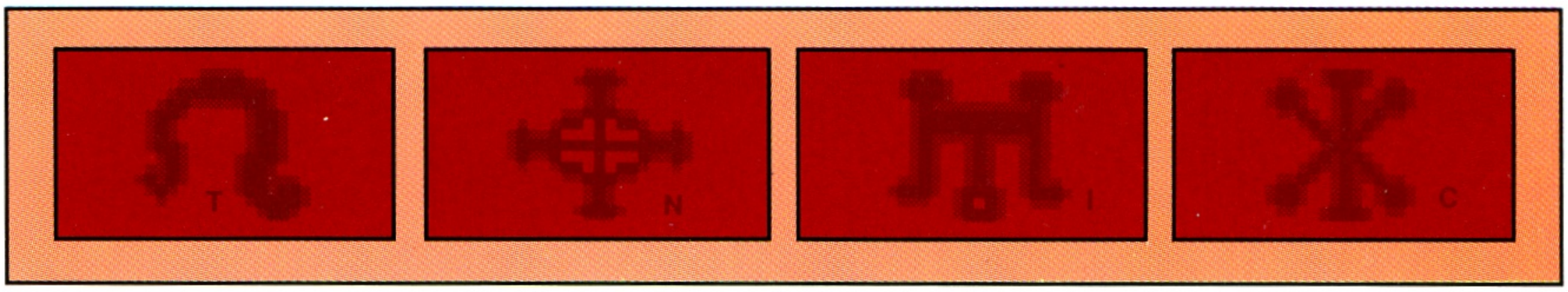
Getting Started

ALL SYSTEMS: Readme Files

PLEASE NOTE: If there is a README file on your game diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed.

MS-DOS README INSTRUCTIONS

Note: The readme file is on the STARTUP disk.
From DOS, type **MORE<README** to see the README file onscreen.



ATARI ST README INSTRUCTIONS

Note: The readme file is contained on the STARTUP disk .
To view the README file from the desktop, double-click on the README.DOC icon. You will see a message box with choices for SHOW, PRINT, and CANCEL. Choose SHOW to view the file onscreen one page at a time. Press [ENTER] to see the next screen. Choose PRINT to print the file. Choose CANCEL to escape the message box.

AMIGA README INSTRUCTIONS

Boot your system with Workbench. With the STARTUP DISK (or the DUAL FLOPPY PLAY DISK) in your diskette drive, double-click on the **SIERRA** disk icon, then double-click on the **README.DOC** icon.

MACINTOSH README INSTRUCTIONS

With the STARTUP DISK in your diskette drive, double-click on the **README** icon.

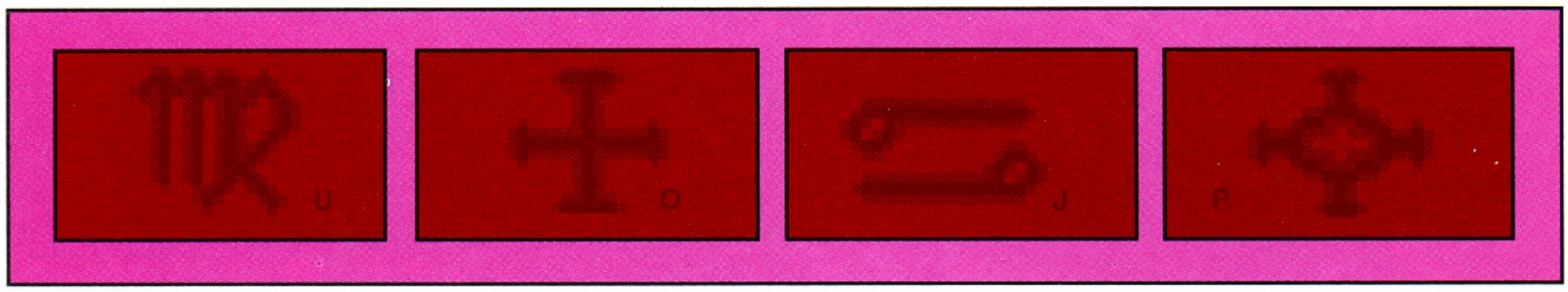
ALL SYSTEMS: Getting Started

Make Back-ups

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

Create a 'Save Game' Disk

Even if you will be playing from a hard disk, you may want to format a blank diskette for saving games. Follow your computer's instructions to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see 'Saving Your Game' (page 26).



MS-DOS SYSTEMS:

Installing *King's Quest V*

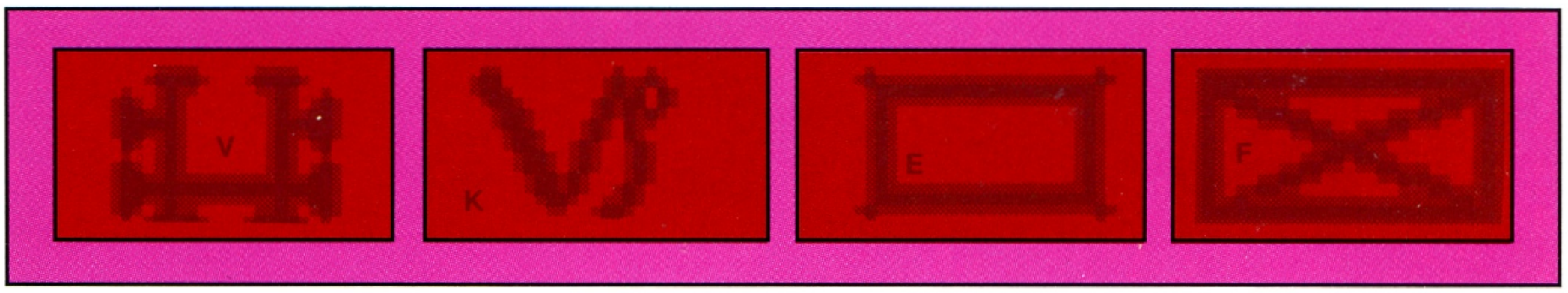
You have two options for installation:

Option 1) If you have enough available storage space, and you want the convenience of playing from your hard drive, you may decide to play ENTIRELY from your hard drive. During the Install procedure, you will choose Complete Install.

Option 2) If you have less than 6 Megabytes of available storage space on your hard drive for the 16 color version or 9 Megabytes for the 256 color version, or if you don't want to allow that much storage for installing the game, you may decide to play PARTIALLY from diskettes, and PARTIALLY from your hard drive. During the Install procedure you will choose Small Install.

When you have decided which of the two options you want to use, follow these instructions to install *King's Quest V* onto your hard drive.

1. Make copies of the set of diskettes you will be using to install and play the game.
2. Find the diskette entitled KING'S QUEST V STARTUP DISK. Place this diskette in your floppy drive.
3. Type the letter of the drive containing the STARTUP DISK (Example: **a:**) and press enter. Type **install** and press [ENTER].
4. Answer the onscreen questions, using the up and down [Arrow] keys to move the highlight to the desired place.
5. You will be asked to select either (S)mall or (C)omplete Install. An onscreen explanation of small and Complete Install is provided. Complete Install will copy the entire contents of all your game disks to the hard drive. Choose Complete Install if you have enough hard disk storage space to install the entire game. Small Install will copy only the contents of the STARTUP diskette to your hard drive. As you play the game, you will be prompted to insert other diskettes as necessary. The install procedure will recommend Small Install if you do not have



the minimum amount of disk storage space available on your hard drive to install the entire game.

King's Quest V Loading Instructions

TO PLAY ENTIRELY FROM HARD DRIVE

From either the root directory or the Sierra directory, type **kq5** and press enter.

TO PLAY PARTIALLY FROM HARD DRIVE AND PARTIALLY FROM DISKETTE:

From the root directory type **kq5** and press enter. As you play the game you will be prompted to insert other disks as necessary. 16 color version users see note below.

PLEASE NOTE: If you have only low density 360K 5.25" drives, you will have to order the special low density diskette version of ***King's Quest V***. To obtain this version, send in DISK #1 from each set of disks with a letter detailing what you need.

PLEASE NOTE: You MUST have a hard drive to play the low density 360K 5.25" version of ***King's Quest V***.

If you still find yourself unable to install and/or load the game, call our Customer Service hotline at (209) 683-8989.

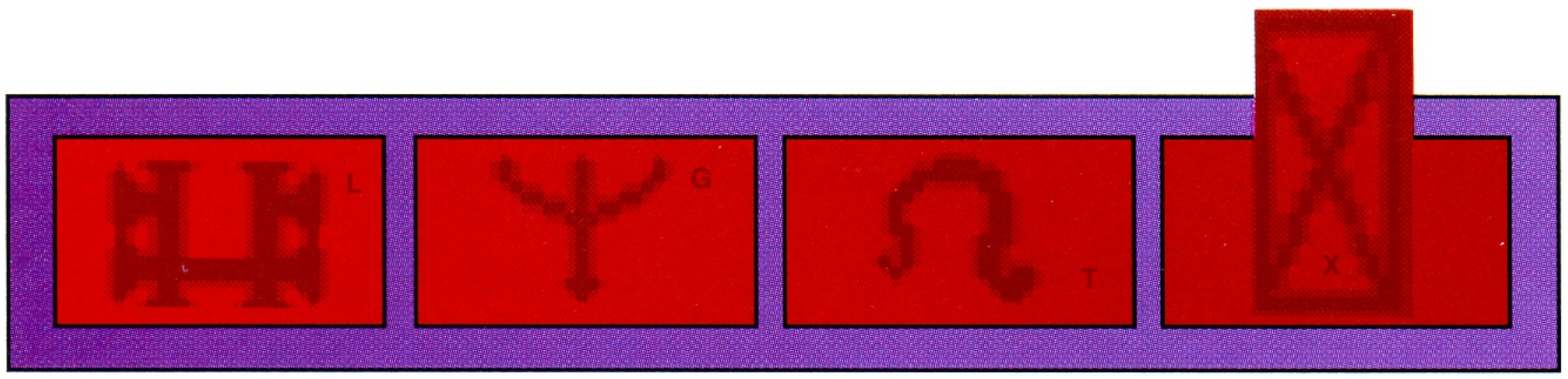
ATARI ST

HARD DISK INSTALLATION

There are two Hard Disk Installation options to choose from:

Complete Install will copy the contents of all game disks to your hard drive. Choose *Complete Install* if you want to install the entire game.

Small Install will copy only the contents of the STARTUP DISK onto your hard disk. As you play the game, you will be prompted to insert other game disks as necessary. The INSTALL procedure will recommend *Small*



Install if you do not have the minimum amount of storage space available on your hard disk for the entire game. Choose *Small Install* if you want to install STARTUP files to your hard disk for ease of play, but do not have enough memory to install the entire game.

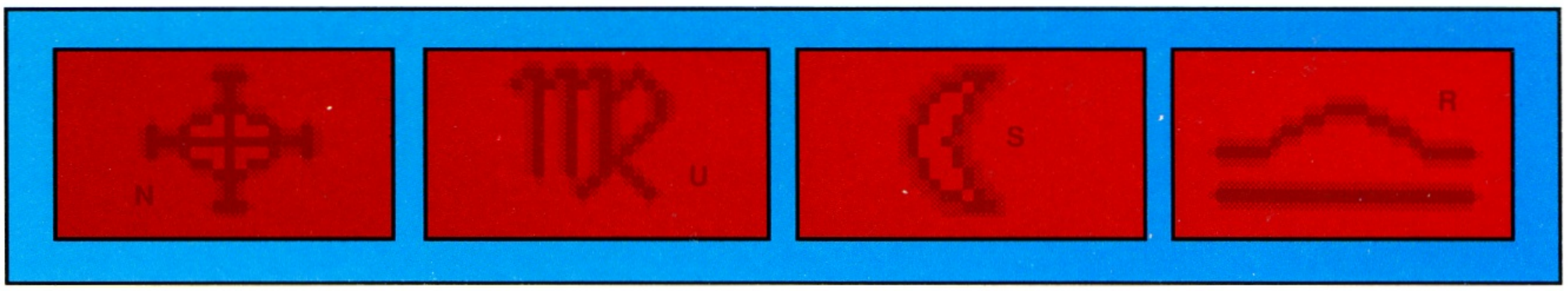
1. Open the hard disk by double-clicking on its icon.
2. Create a game folder by choosing **NEW FOLDER...**from the File menu. Name the new folder, then open it by double-clicking on its icon.
3. Place the STARTUP DISK in drive a:.
4. Copy the STARTUP DISK into the new game folder by dragging the drive a: icon into the window you opened in Step **2**.
5. Repeat steps **3** and **4** for each of the other game disks.
6. Put the master disks away in a safe place.

CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1. Open the game disk/folder by double-clicking on its icon.
2. Run the MUSIC program by double-clicking on the **MUSIC.PRG** icon.
3. Select **MUSIC DEVICE** from the Options menu.
4. Select your synthesizer (or 'Atari ST Internal Sound') by clicking on the appropriate button. Then click on OK.
5. Select **INSTALL GAME** from the File menu. This will replace the RESOURCE.CFG file on your disk.

Please note: It is important to turn your synthesizer **on** before starting the game.



LOADING INSTRUCTIONS

PLEASE NOTE: YOU MUST HAVE A HARD DISK WITH AT LEAST 6 MEGABYTES OF AVAILABLE STORAGE SPACE OR TO PLAY KING'S QUEST V ON YOUR ATARI ST.

From A Hard Disk:

1. Open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon.
2. Start the game by double-clicking on SIERRA.PRG.

NOTE: IF YOU CHOSE SMALL INSTALL, THE GAME WILL PROMPT YOU TO INSERT ADDITIONAL DISKETTES AS REQUIRED.

AMIGA

HARD DISK INSTALLATION

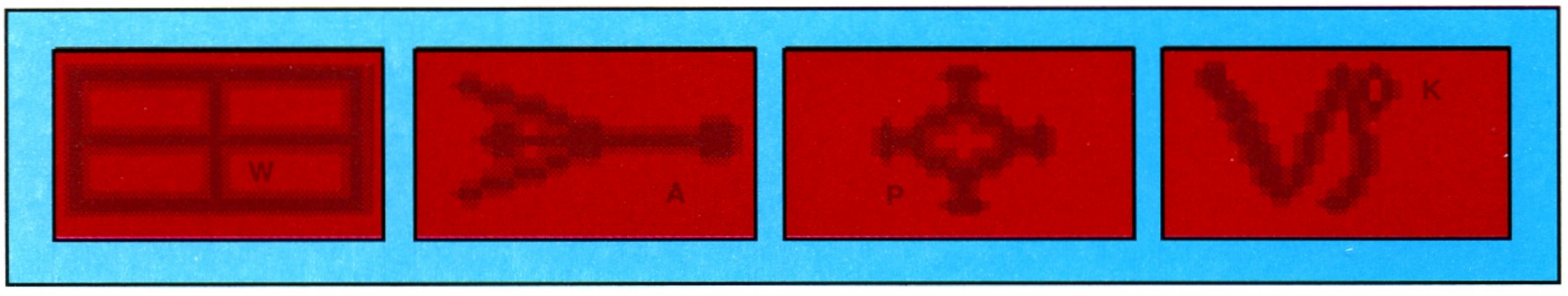
PLEASE NOTE: At least 1M of memory is needed in order to run *King's Quest V* on your Amiga if you want to install the entire game to a hard disk.

PLEASE NOTE: RENAME your copies of all game disks to remove the words'COPY OF' from the disk name. If the words 'COPY OF' are not removed from the disk names of ALL the copies, the system will continue to ask for the original disk, and will not run the game.

There are two Hard Disk Installation options to choose from:

Complete Install will copy the contents of all game disks to your hard drive. Choose *Complete Install* if you want to install the entire game.

Small Install will copy only the contents of the STARTUP DISK onto your hard disk. As you play the game, you will be prompted to insert other game disks as necessary. The INSTALL procedure will recommend *Small Install* if you do not have the minimum amount of storage space available on your hard disk for the entire game. Choose *Small Install* if you want to



install STARTUP files to your hard disk for ease of play, but do not have enough memory to install the entire game.

1. Boot your system with Workbench, then insert the STARTUP DISK into Drive DF0.
2. Double-click on the disk icon, then double-click on the **INSTALL** icon.
3. Follow the onscreen prompts to complete the installation.

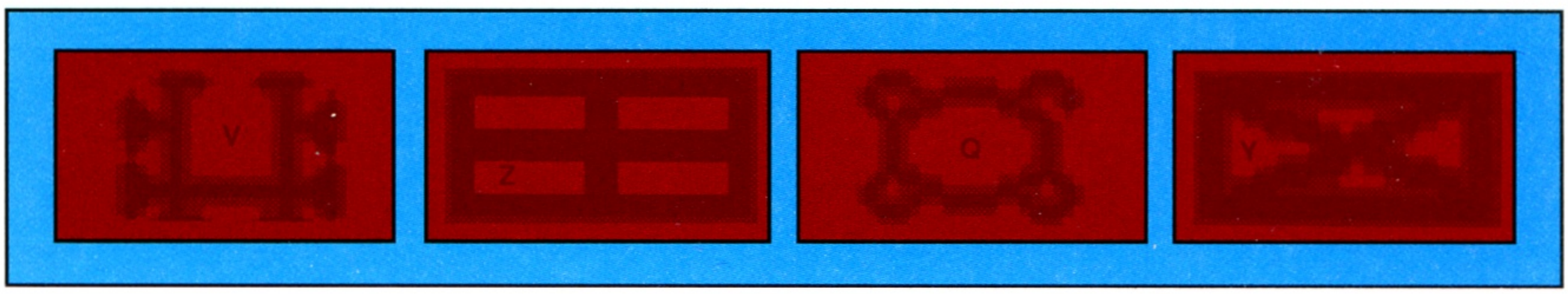
HARD DISK INSTALLATION INSTRUCTIONS FOR THE AMIGA 3000

1. Boot your system with WorkBench and insert the STARTUP DISK into Drive DF0.
2. Double-click on the disk icon, then double-click on the INSTALL icon.
3. Clear or backspace over the default drive (DH0) and type **work**.
4. Follow the onscreen prompts to complete the installation.

LOADING INSTRUCTIONS

From Hard Disk:

1. Load Workbench and double-click on your hard disk icon. **NOTE: AMIGA 3000 USERS, CLICK ON THE WORK ICON.**
2. Double-click on the **SIERRA** drawer.
3. Double-click on the **KING'S QUEST V** drawer.
4. Double-click on the **KING'S QUEST V** icon.



MACINTOSH

HARD DISK INSTALLATION

There are two Hard Disk Installation options to choose from:

Complete Install will copy the contents of all game disks to your hard drive. Choose *Complete Install* if you want to install the entire game.

Small Install will copy only the contents of the STARTUP disk onto your hard disk. As you play the game, you will be prompted to insert other game disks as necessary. The INSTALL procedure will recommend *Small Install* if you do not have the minimum amount of storage space available on your hard disk for the entire game. Choose *Small Install* if you want to install STARTUP files to your hard disk for ease of play, but do not have enough memory to install the entire game.

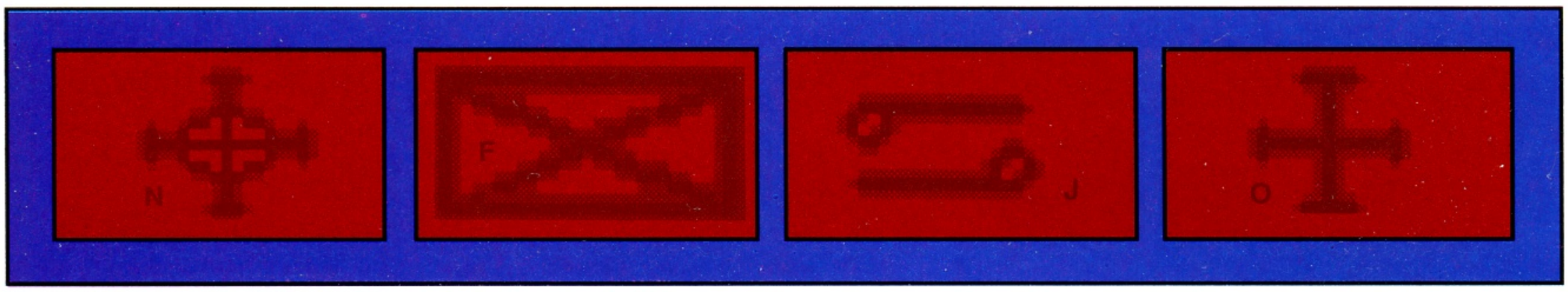
1. Place the back-up copy you have made of the STARTUP Disk in the diskette drive.
2. Double click on the INSTALL icon, and follow the on-screen prompts to complete the installation.

STARTING INSTRUCTIONS

After completing the INSTALL procedure:

From Hard Disk:

1. Double-click on the **Sierra** folder.
2. Double-click on the **King's Quest V** folder.
3. Double-click on the **King's Quest V** icon.



ALL SYSTEMS

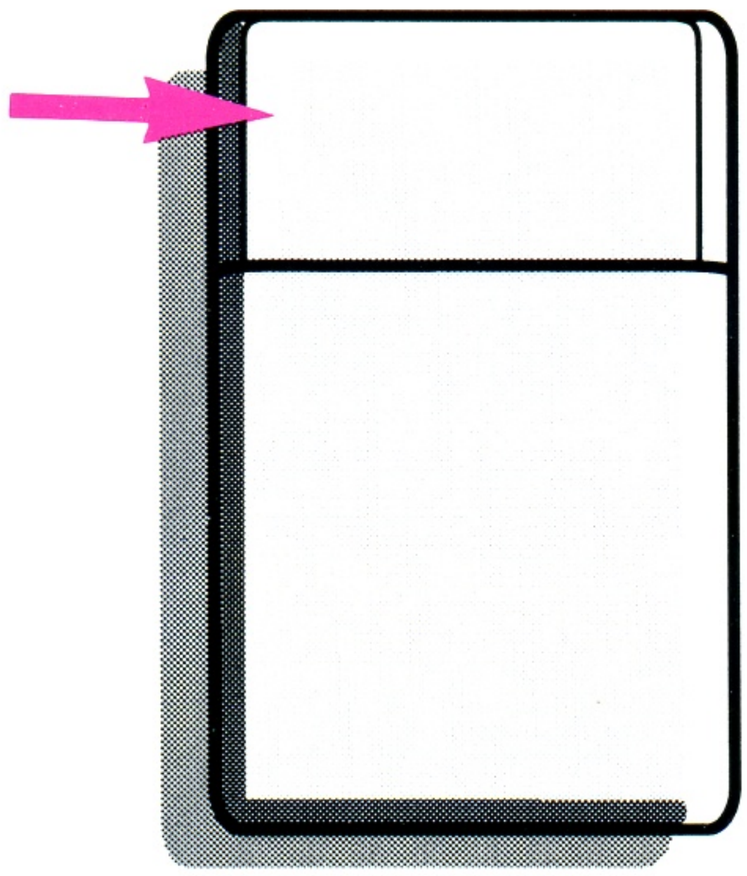
Using a Mouse to Play King's Quest V

To position the onscreen cursor, move the mouse to the desired position. To move your character, position the cursor and click the mouse button. To execute a command, click the mouse button (multi-button mouse users, click the *left* button).

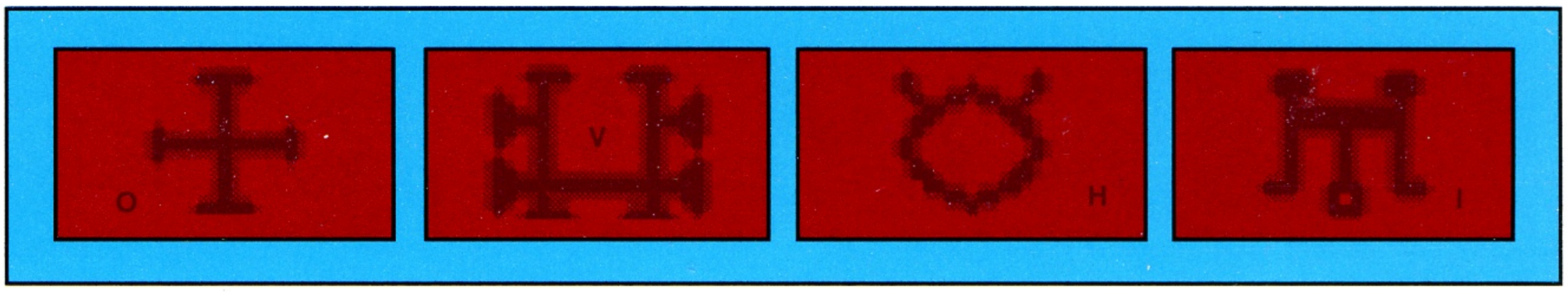
For more detailed mouse instructions, see below.

1- Button Mouse

[ENTER]

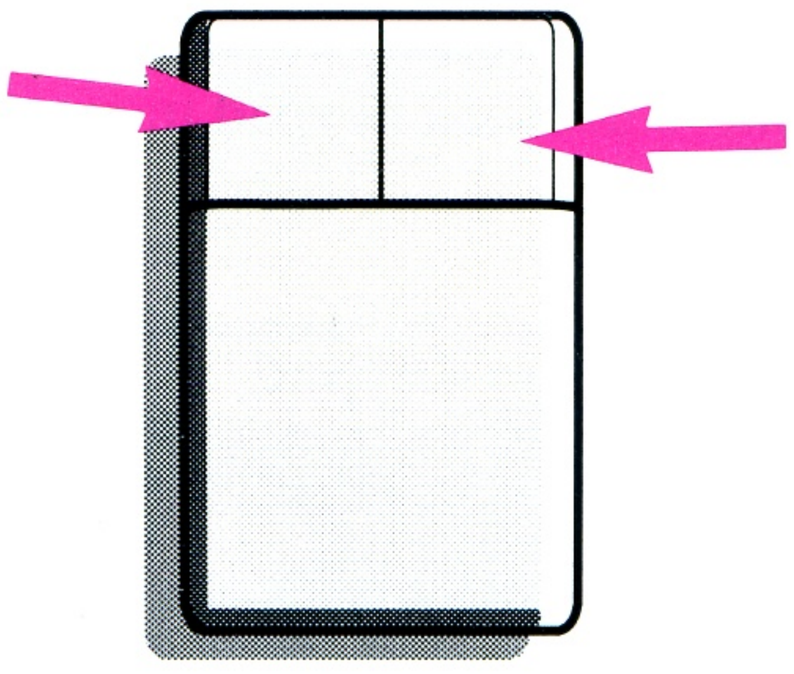


[SHIFT- CLICK]
Cycle through available cursors.
[Ctrl- Click]
Toggle between WALK and last cursor chosen.



2- Button Mouse

[ENTER]

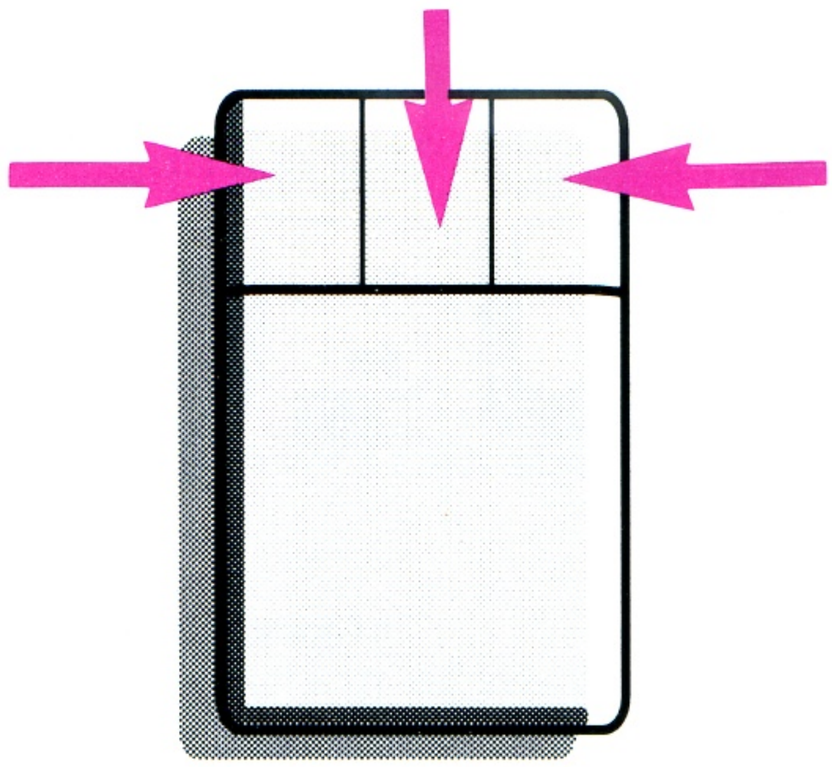


Cycle through available cursors.
[Ctrl- Click]
Toggle between WALK and last cursor chosen.

3- Button Mouse

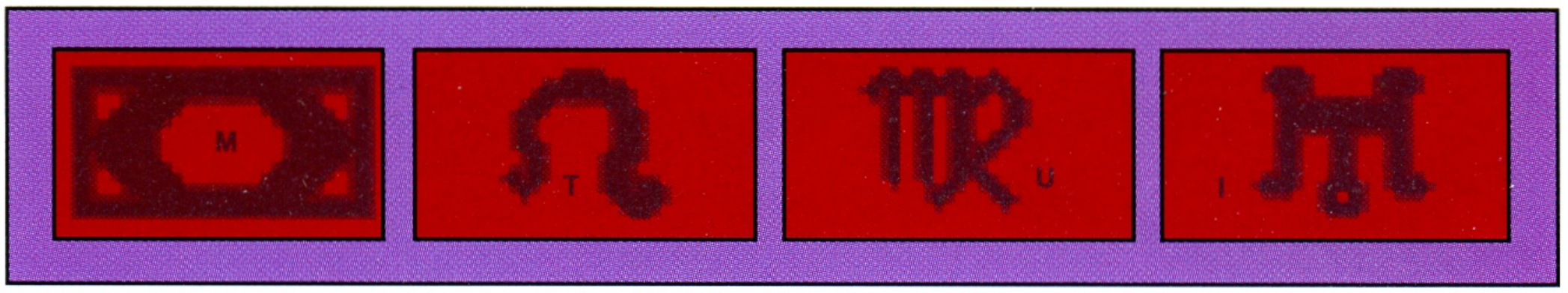
Toggle between WALK and last cursor chosen.

[ENTER]



Cycle through available cursors.

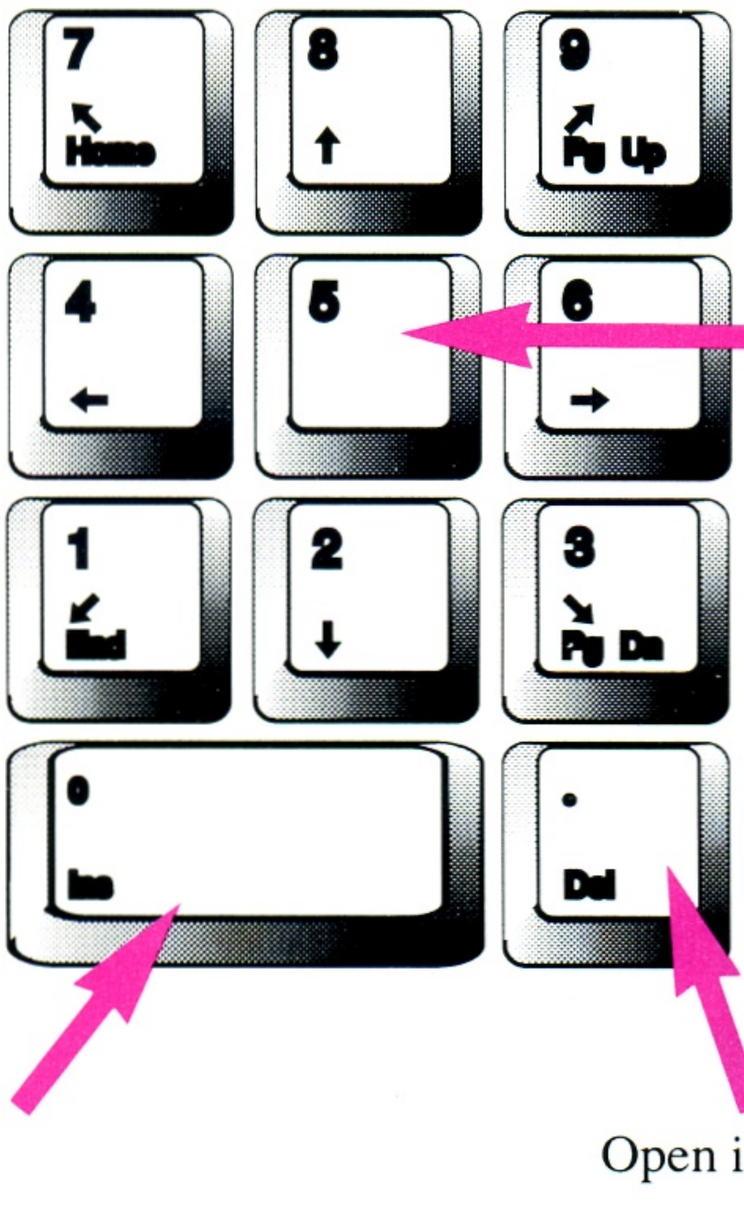
For other commands, mouse users can use the numeric keypad.



Using a Keyboard to Play King's Quest V

To position the onscreen cursor or move your game character using a keyboard, press a direction key on the *numeric keypad*. To stop your character, press the same direction key again. To execute a command, press [ENTER]. For more detailed keypad instructions, see below.

Numeric Keypad

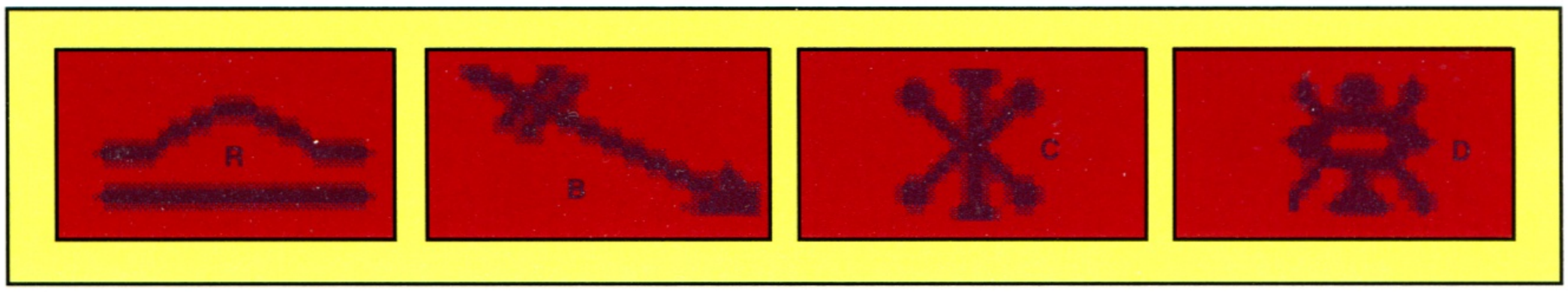


Cycle through available cursors.

[ENTER]

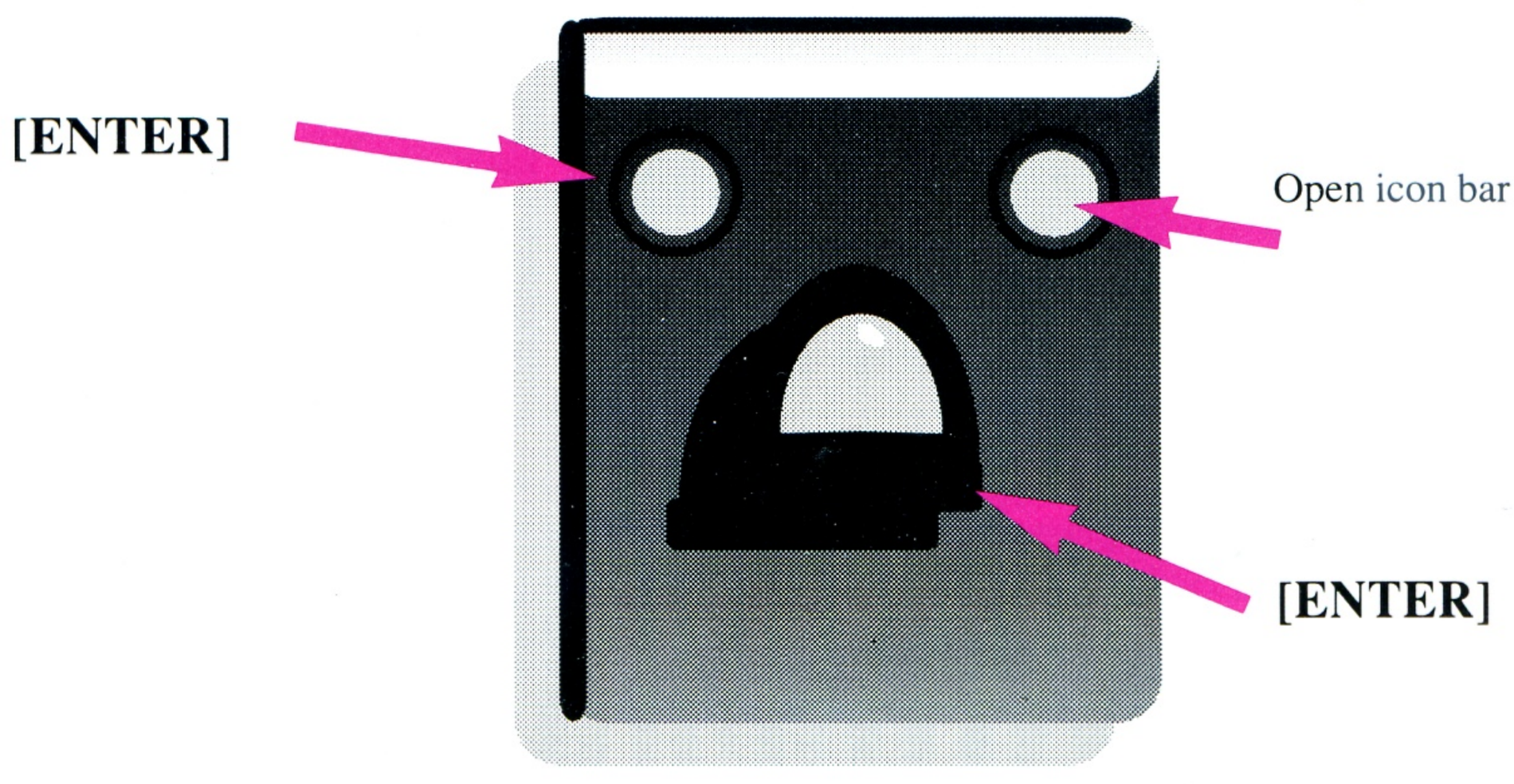
Toggle between WALK and last cursor chosen

Open icon bar.



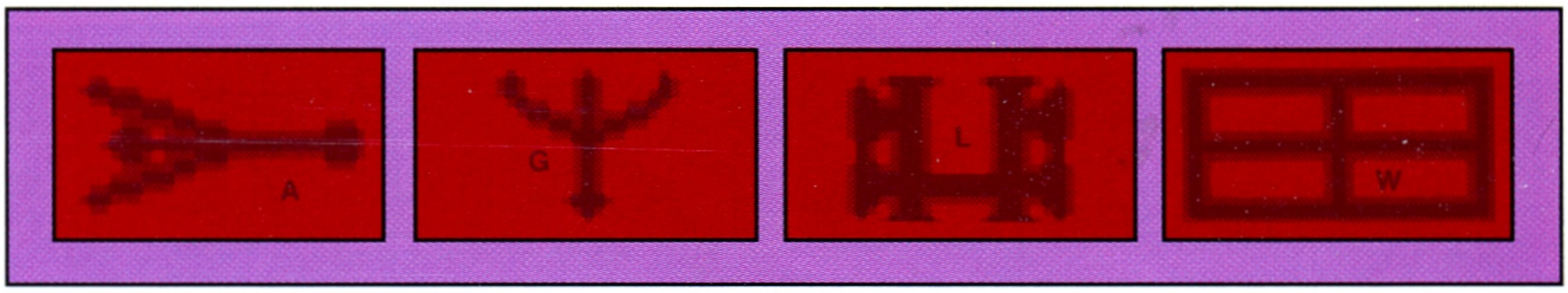
Using a Joystick to Play King's Quest V

To position the onscreen cursor using a joystick, move the stick in the desired direction. To execute a command, press the FIRE button. For more detailed joystick instructions, see below.



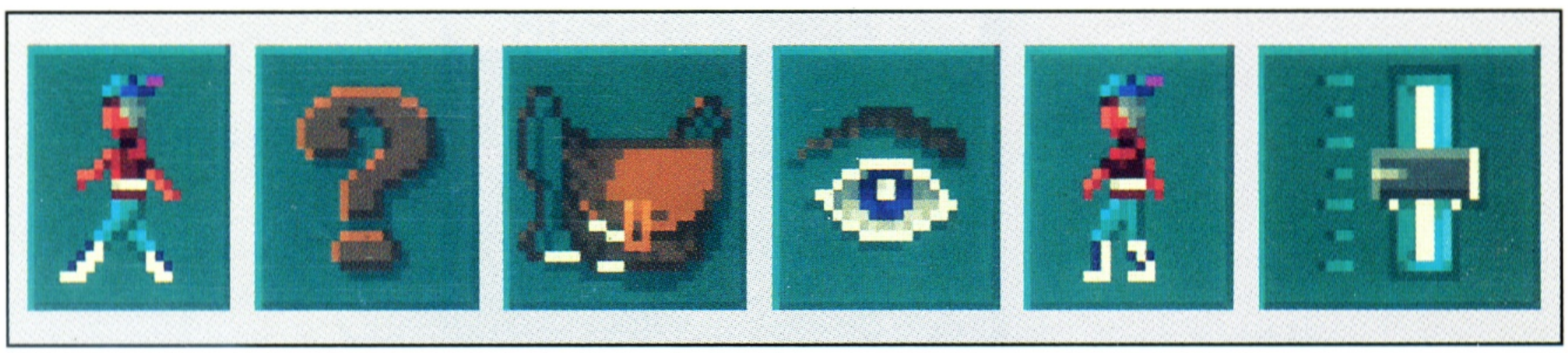
For other commands, joystick users can use the numeric keypad.

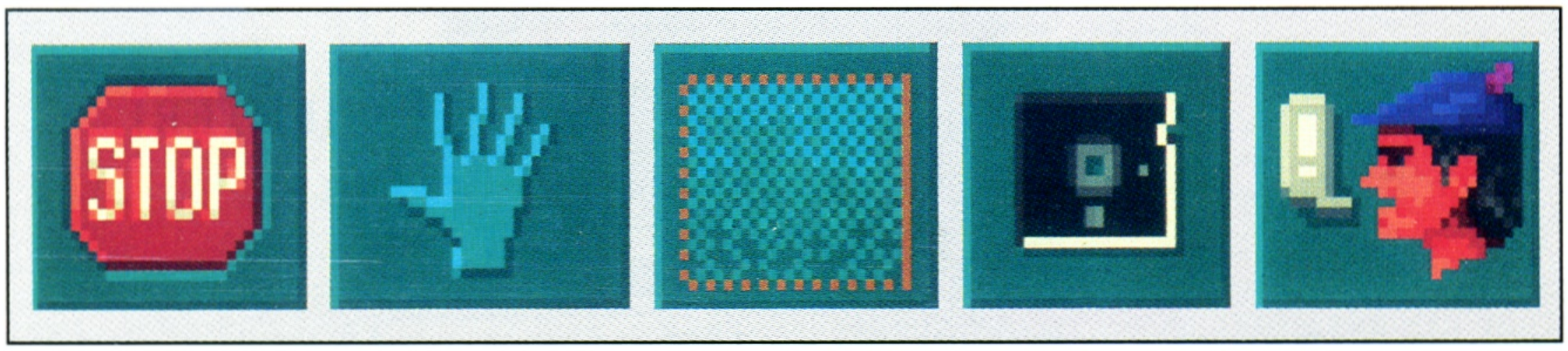
PLEASE NOTE: With the exception of mouse-only items, all playing instructions beyond this point are for keyboard. Mouse or joystick commands may also be used. Please reference the section above for mouse and joystick equivalents to keyboard commands.

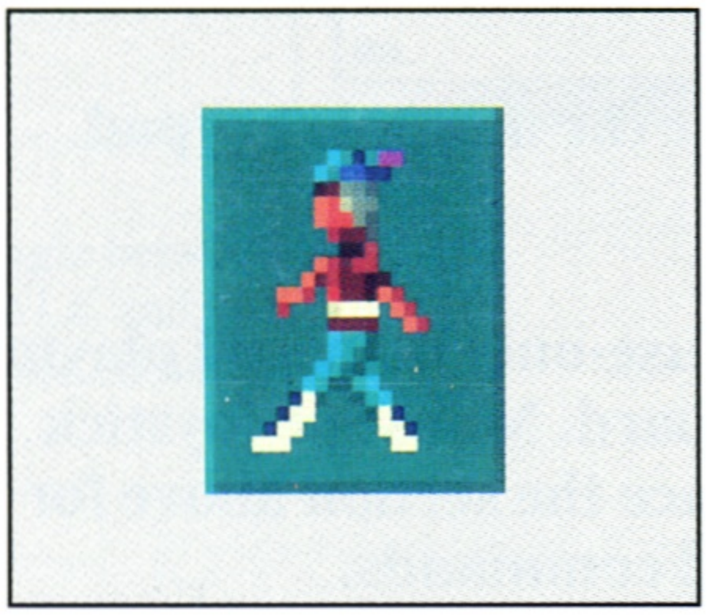


ICONS AND CURSORS

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you.
To open the icon bar, press [ESC] or move the mouse cursor all the way to the top of your screen.
Some icons will have a menu of choices. Use the [Tab] key to move between choices within an icon menu.

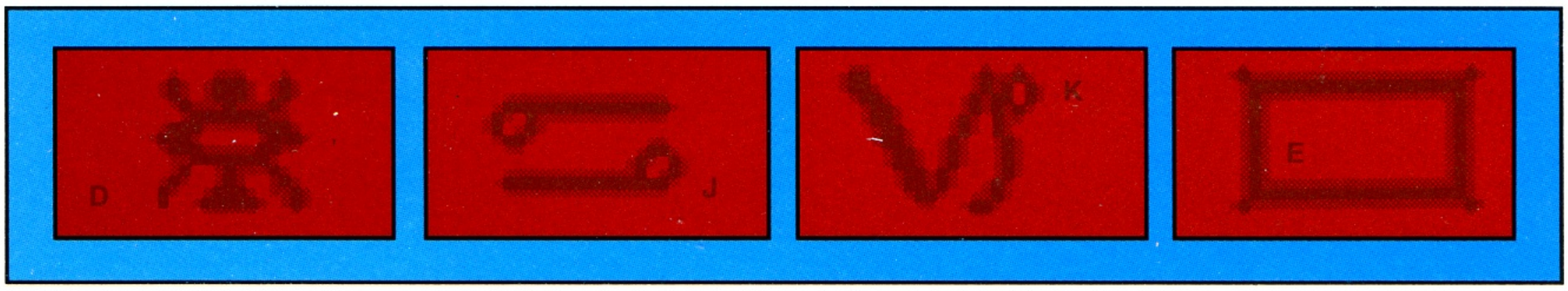


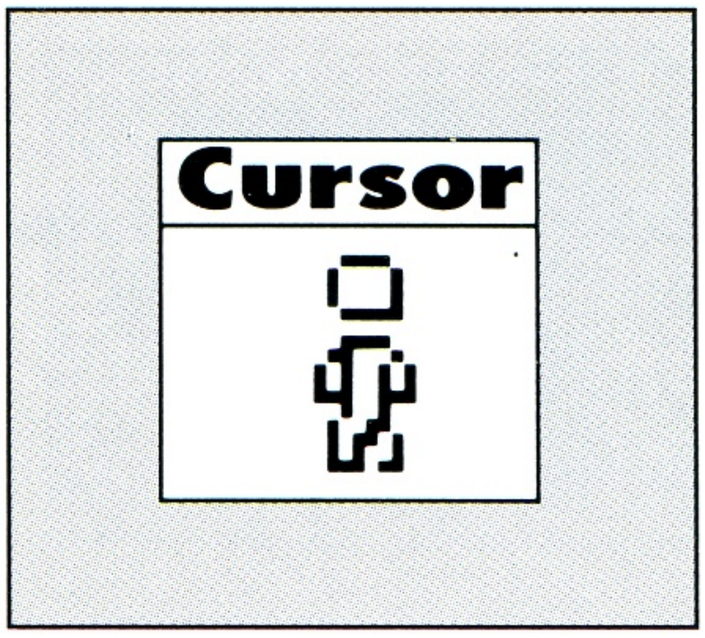




The *Walk* Icon

Choose ***Walk*** when you want to move the character from place to place onscreen. A *walking* character will move until it encounters an obstacle in its path, then stop.

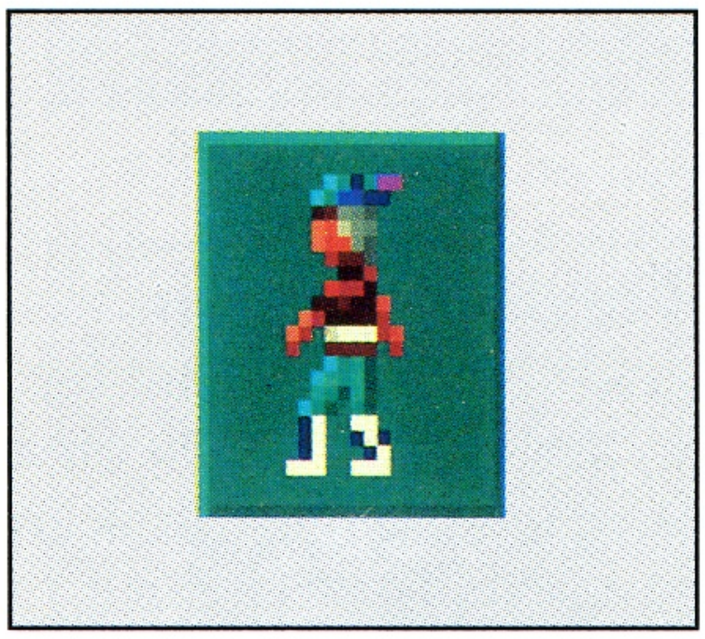




The *Walk* Cursor (mouse mode only)

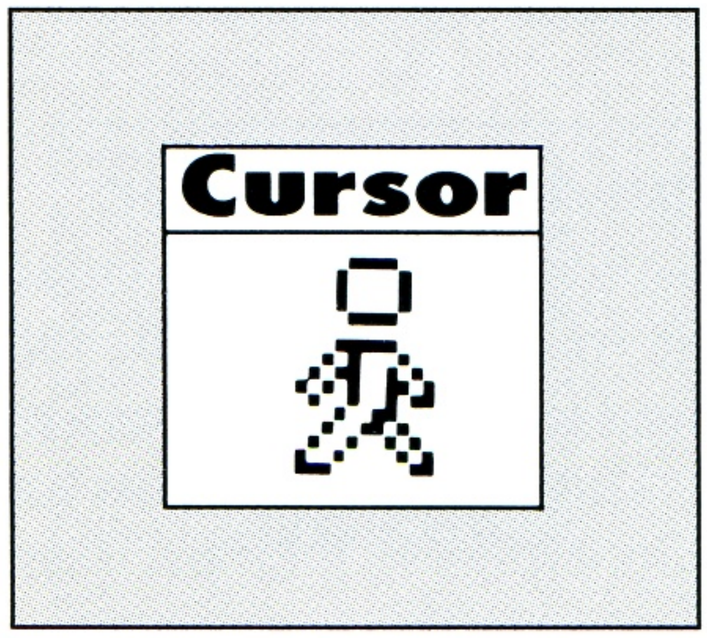
When you choose ***Walk***, the cursor will change to a walking figure. Place the feet of the figure at the place where you want to move the character and click the mouse button. If there are no obstacles in the path, the character will move to that spot.

PLEASE NOTE: In Keyboard and Joystick mode, the character's destination will be assumed to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped. There will not be a special cursor onscreen.



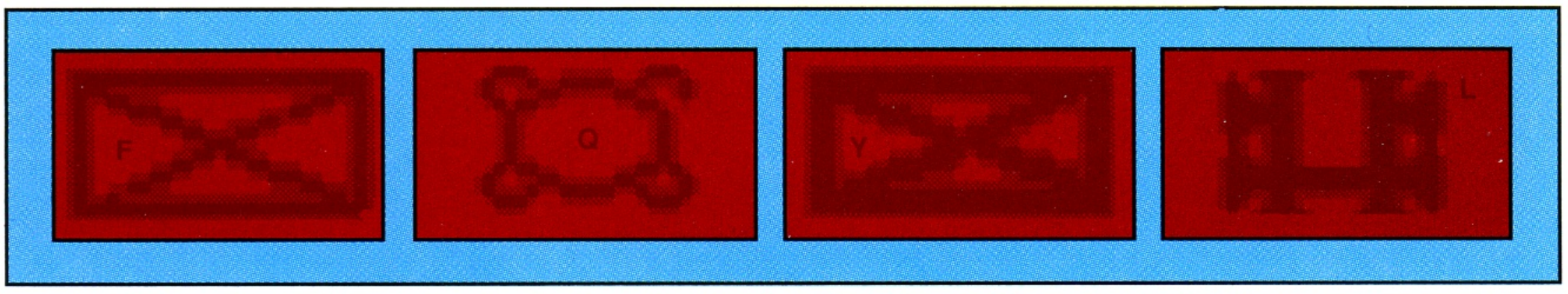
The *Travel* Icon

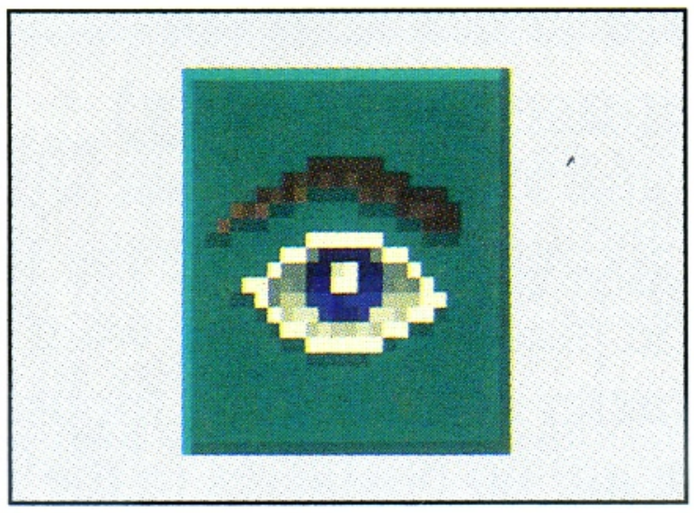
Choose ***Travel*** when you want to travel longer distances without stopping. A *traveling* character will move as far as the edge of the screen, avoiding obstacles in its path.



The *Travel* Cursor

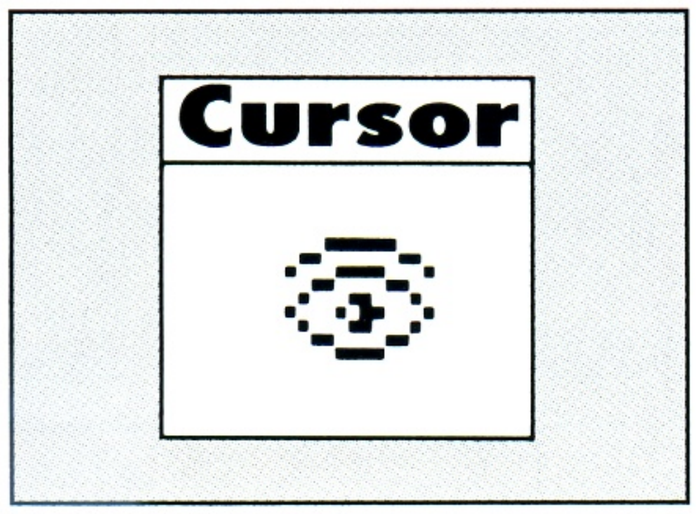
When you choose ***Travel***, the cursor will change to a striding figure. Place the feet of the figure at the place where you want to move the character and click the mouse button. The character will move to that spot, avoiding any obstacles in its path.





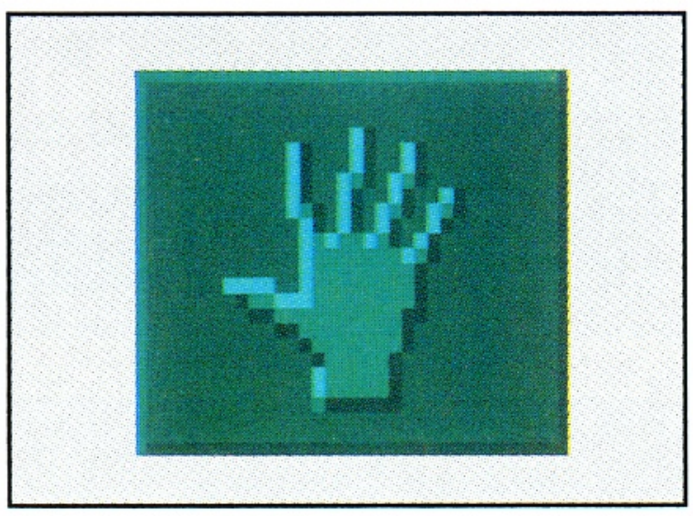
The *Look* Icon

Choose ***Look*** when you want to have the character look at something onscreen.



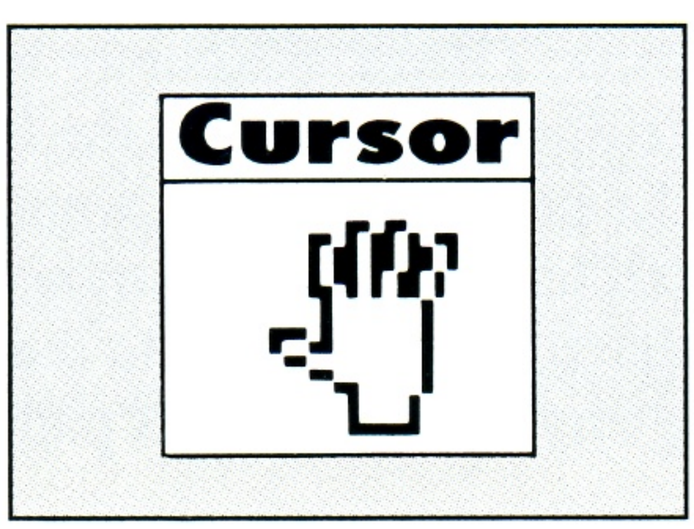
The *Look* Cursor

When you choose ***Look***, the cursor will change to an eye. Place the eye at the desired place on the screen and press [ENTER]. If there is something to be seen at this place, a message will be displayed.



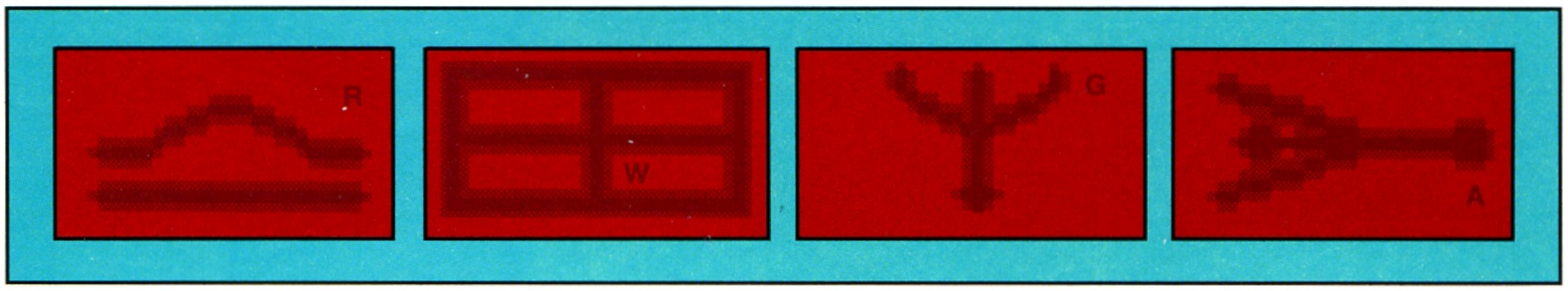
The *Action* Icon

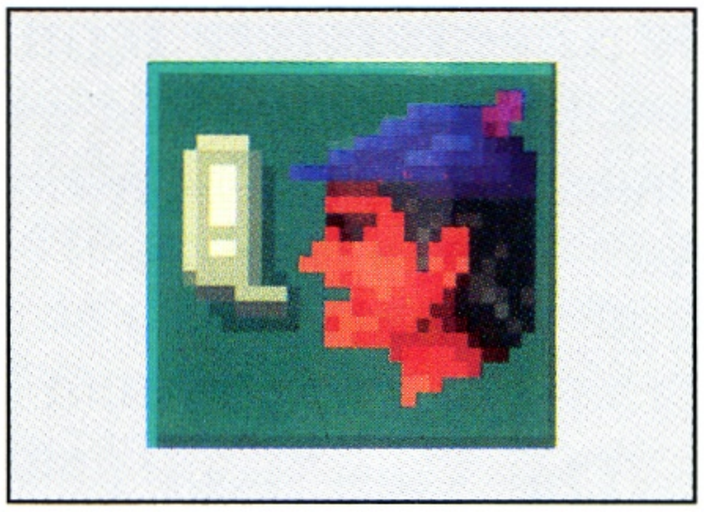
Choose ***Action*** when you want the character to perform an action on an object (Example: getting a drink from a pond, jumping onto a rock, etc.)



The *Action* Cursor

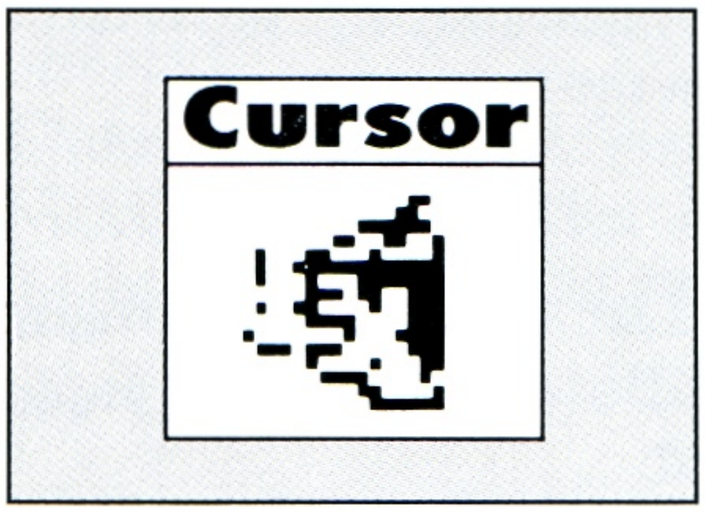
When you choose ***Action***, the cursor will change to a hand. Place the hand at the desired place onscreen and press [ENTER]. The necessary action for this screen position will be performed.





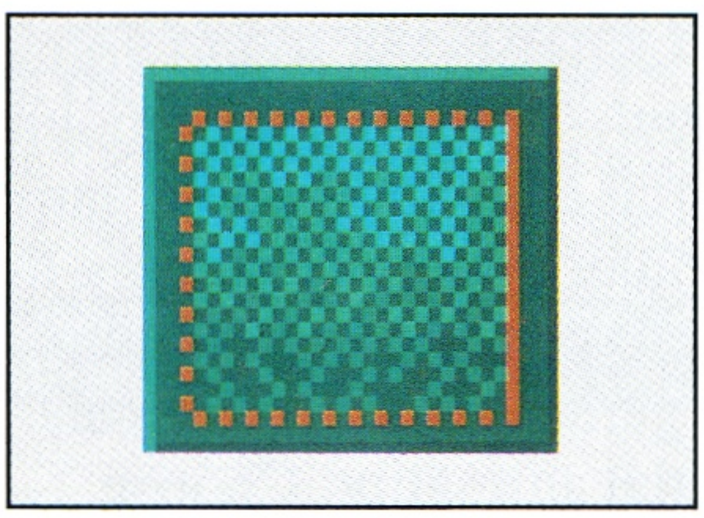
The *Talk* Icon

Choose ***Talk*** when you want to initiate a conversation between game characters.



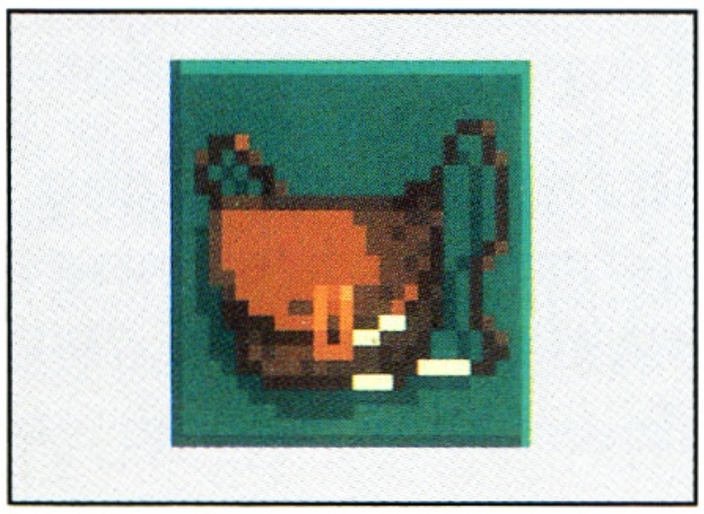
The *Talk* Cursor

When you choose ***Talk***, the cursor will change to a talking head. Position the mouth on the person (or thing) you want to speak and click the mouse button or press [ENTER]. If conversation is possible, the character will talk, or a conversation will begin.



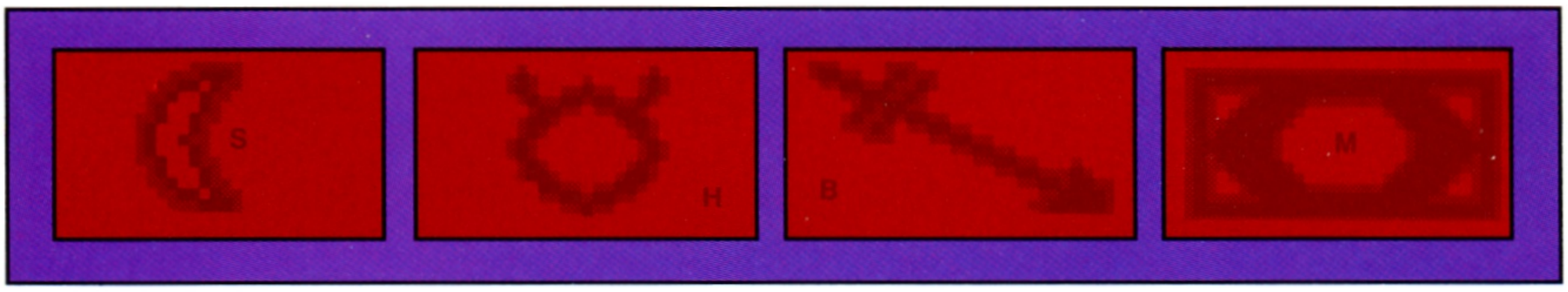
The *Item* Icon

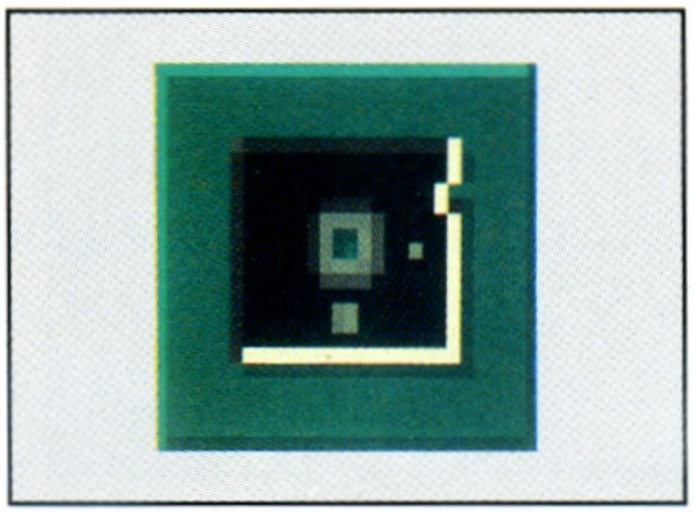
The ***Item*** icon shows the last inventory item you selected. Choose ***Item*** when you want to see or use this item.



The *Inventory* Icon

Choose ***Inventory*** when you want to see and select from the items you are currently carrying.



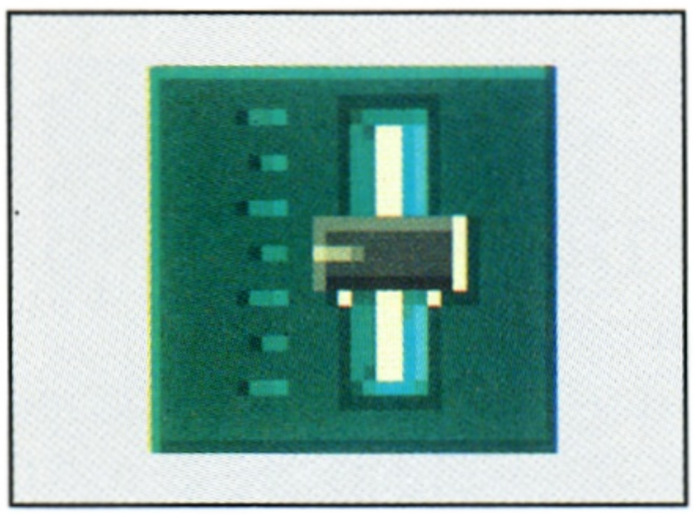


The *Save/Restore* Icon

Choose ***Save/Restore*** when you want to save your game, or restore a previously saved game.

The *Stop* Icon

Choose ***Stop*** when you want to pause your game, quit playing, or restart the game from the beginning.



The *Controls* Icon

This icon allows three game variables to be adjusted:

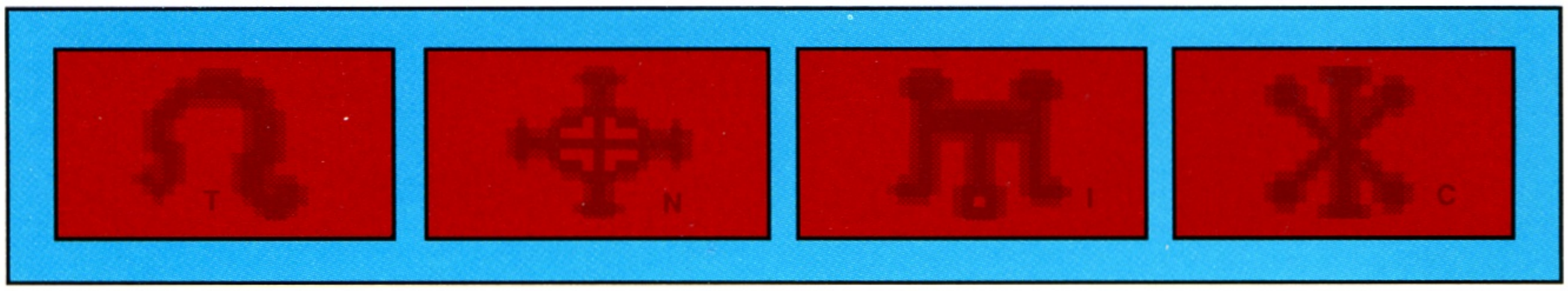
Speed — Adjusts the speed of the game animation.

Volume — Adjusts the sound volume

Game Detail — Adjusts the amount of non-essential animation in the game. If your computer system is running the game too slowly, you may want to adjust the game detail to eliminate non-essential animation.Choose ***Controls*** when you want to adjust one of these areas.

The *Information* Icon

Choose ***Information*** when you need to be reminded what the various icons do in the game.



Object Cursors

Each item in your inventory has a special *object* cursor associated with it. Each of these cursors looks like the object it represents. *Object* cursors can be used to perform game actions with your inventory items.

To use an *Object* cursor in the game, follow the steps below:

1. From the game, choose the Inventory icon from the icon bar, or press the [Tab] key.
2. Move the arrow cursor to the inventory item you want to use, and press [ENTER]. The cursor will change to look like the item you have selected.
3. Choose the OK icon. You will exit the inventory screen to the game.
4. Move the *Object* cursor to the place onscreen where you want to use the inventory item and press [ENTER].

USING CURSORS IN THE INVENTORY SCREEN

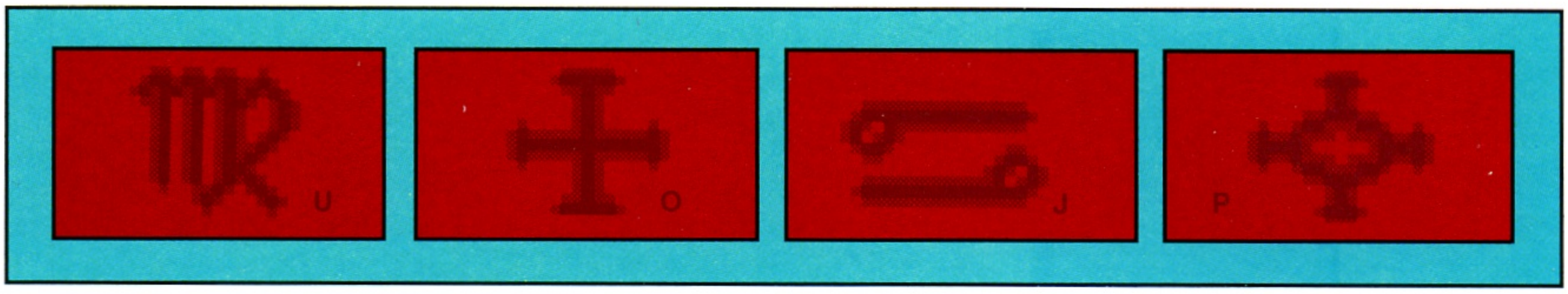
To use cursors in the inventory screen, choose an icon from the icon bar, then position the cursor on the inventory item, and press [ENTER].

Choose the *Look* icon and use the *Look* cursor to see a description of the item on the inventory screen.

Choose the *Action* icon and use the *Action* cursor to use an inventory item to take action on another inventory item (Example: putting jewels into a pouch).

Magic Spells

From time to time during the game, it may be necessary to use Crispin's wand to cast a spell. At these times, a window will appear telling you which spell to cast, and showing you four symbols. These are the symbols that activate the spell. Below the symbols are the letters of the English alphabet. To make the spell work, find each symbol and its matching letter in your game manual and select the onscreen letter that matches the symbol. Be sure to do this in order, from left to right. If you match up the symbols and letters correctly, the spell will be successful.



PAUSING YOUR GAME

If you wish to pause the game, select the ***Stop*** icon (stop sign) from the icon bar. The game will pause until you select CONTINUE to resume play.

SAVING YOUR GAME

IMPORTANT!! If you're playing from diskettes, you must have a separate formatted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, in order to assure adequate space for save game storage.

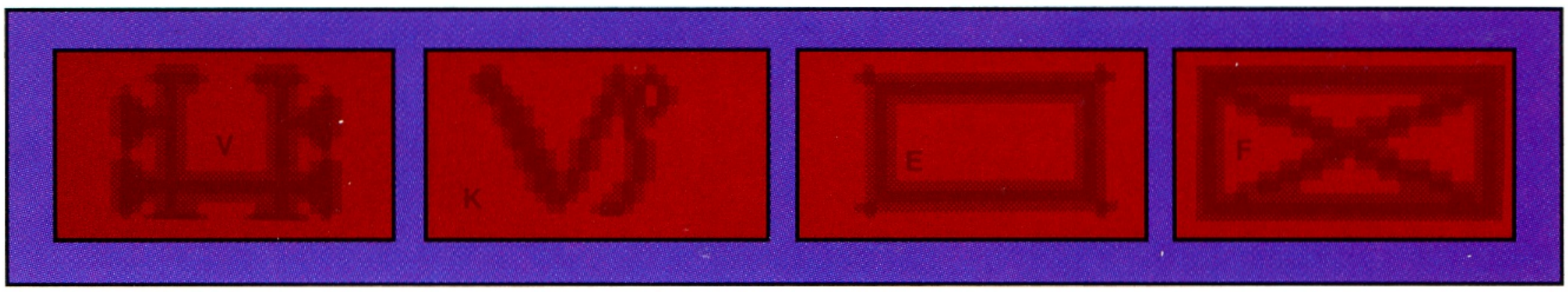
To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress. You may name your saved games using standard English phrases. For example, if you are standing on a beach, you might call your game '**standing on beach**', or simply '**beach**'.

SINGLE DISKETTE DRIVE SYSTEMS

1. Choose the ***Save/Restore*** icon (diskette) from the icon bar and select SAVE GAME. The Save Game menu will appear.
2. When you are prompted to insert your Save Game diskette in the disk drive, replace your game diskette with a blank formatted diskette.
3. Select OK.
4. Type the description of your saved game, and press [ENTER] to save the game. When the process is complete, you will be prompted to re-insert the game diskette.

DOUBLE DISKETTE DRIVE SYSTEMS

1. Choose the ***Save/Restore*** icon (diskette) from the icon bar and select SAVE GAME. The Save Game menu will appear.



2. You will be prompted to insert your Save Game diskette into your primary drive (example: a: or df0:). Using your [Tab] key, select CHANGE DIRECTORY*.
3. Insert a blank formatted diskette in your secondary drive.
4. Press [Ctrl-C] to clear the command line, and type the name of your secondary drive (example: **b:** or **df1:**), and the name of the directory* you wish to save to.
5. Select OK, and press [ENTER].
6. Type the description of your saved game, and press [ENTER] to save the game.

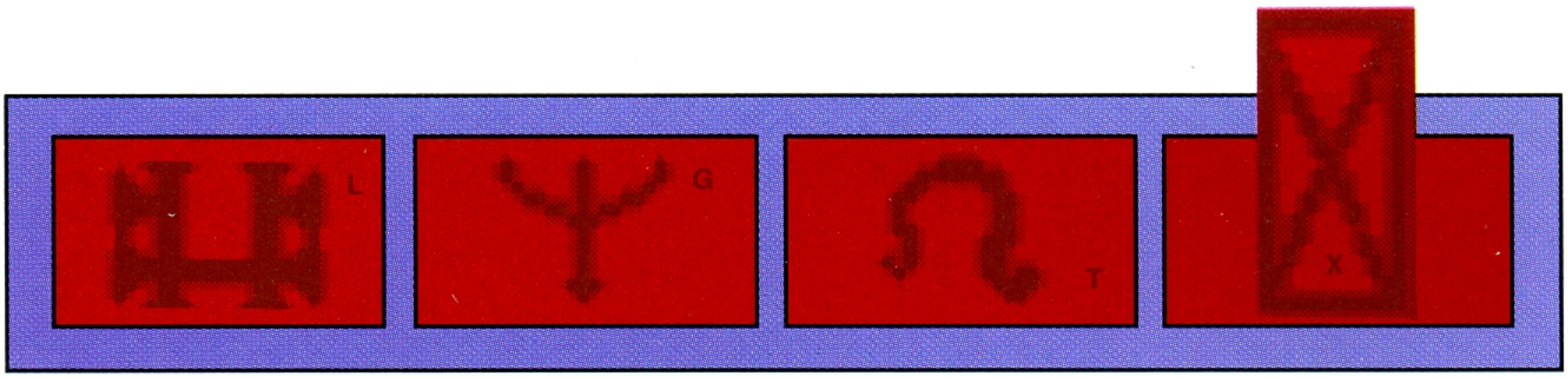
HARD DISK USERS

NOTE: If you choose to save games to your hard disk, we suggest that you create one or more save game directories or folders on your hard disk. See your computer's instructions for creating directories.

1. Choose the ***Save/Restore*** icon (diskette) from the icon bar and select SAVE GAME. The Save Game menu will appear.
2. If you wish to save the game to a directory* other than the one you are currently playing on, select CHANGE DIRECTORY*. Press [Ctrl-C] to clear the command line, and type the drive and name of the new directory*.
3. Select OK and press [ENTER].
4. Type the description of your saved game, and press [ENTER] to save the game.

RESTORING YOUR GAME

1. Choose the ***Save/Restore*** icon (diskette) from the icon bar and select RESTORE GAME. You will be prompted to select the game you wish to restore. (On a single drive system, you will be prompted to insert your save game disk).
2. Highlight the desired game and select RESTORE.



3. If the game you wish to restore is in a different directory, select CHANGE DIRECTORY, then type the name of the directory* you wish to restore from.

*** The term 'directory' refers to directories, drawers and folders.**

QUITTING YOUR GAME

To stop playing, choose the ***Stop*** icon from the icon bar and select QUIT.

RESTARTING YOUR GAME

To restart your game at any time during play, choose the ***Stop*** icon from the icon bar and select START NEW GAME. The game will begin again in front of Crispin's cottage.

MESSAGE WINDOWS

Message windows will appear at various times during the game. When you have read the message, press [ENTER] to remove the window and resume play.

NOTE: some message windows are program controlled, and cannot be cleared by pressing [ENTER]. These windows will clear automatically.

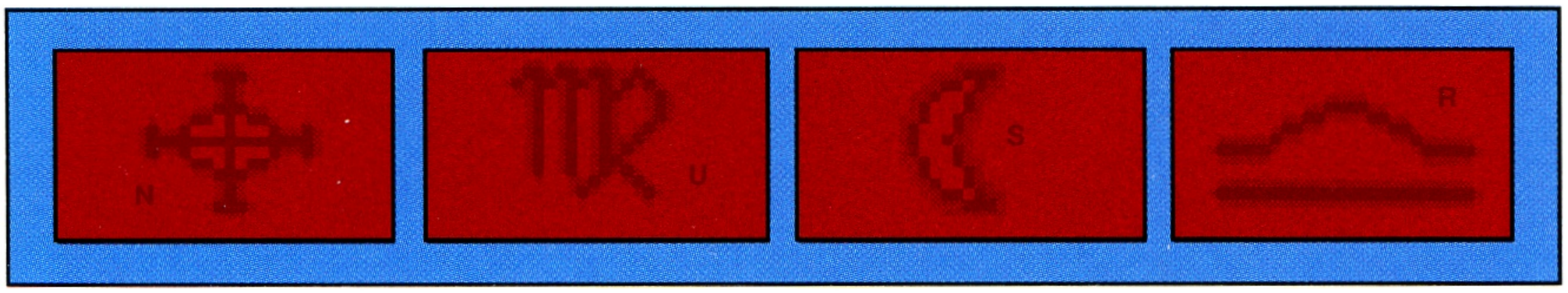
LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully, and **DRAW A MAP** as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

GET objects you think you will need. You can see an inventory of items on hand by choosing the ***Inventory*** icon at any time.

USE the items you have picked up to solve problems in the game. Different approaches to a puzzle may bring about a different outcome.

BE CAREFUL, and remain alert at all times — disaster may strike in the most unlikely of places!



SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points, so you will always be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish.

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path. If all else fails, you can buy the ***King's Quest V*** hint book from the dealer who sold you the game, or you can order it directly from Sierra On-Line by calling **(800) 326-6654**.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

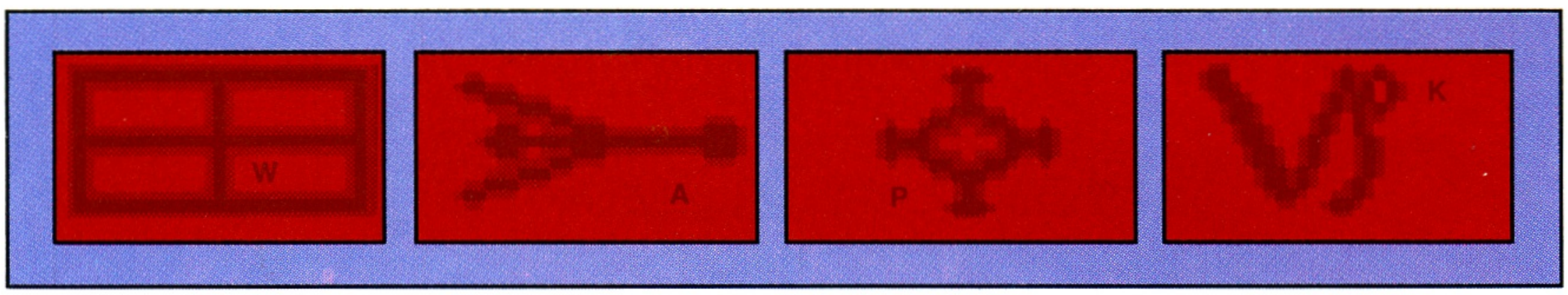
1. If you have a modem, you can talk to the Sierra Bulletin Board through the following number:

   (209) 683-4463

   Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

2. Many other bulletin boards also provide hints to many of our games.

   A. Compuserve: Go into the Gamers Forum (GO GAMERS) or write E-Mail to 76004,2143.



B. Prodigy: Write E-Mail to 'HTWS90E', or go to the PC Club and enter the adventure games forum (Jump: PC CLUB).

C. PCLink: Select PCLink Plus, enter Publisher's Connection, select Publishers Forums, then Sierra On-Line. E-Mail may be written to the User ID 'SierraOnLi'.

D. AppleLink: Select the KEYWORD option from the 'Goto' menu, and type: **Sierra**. E-Mail may also be written to the User ID 'Sierras'.

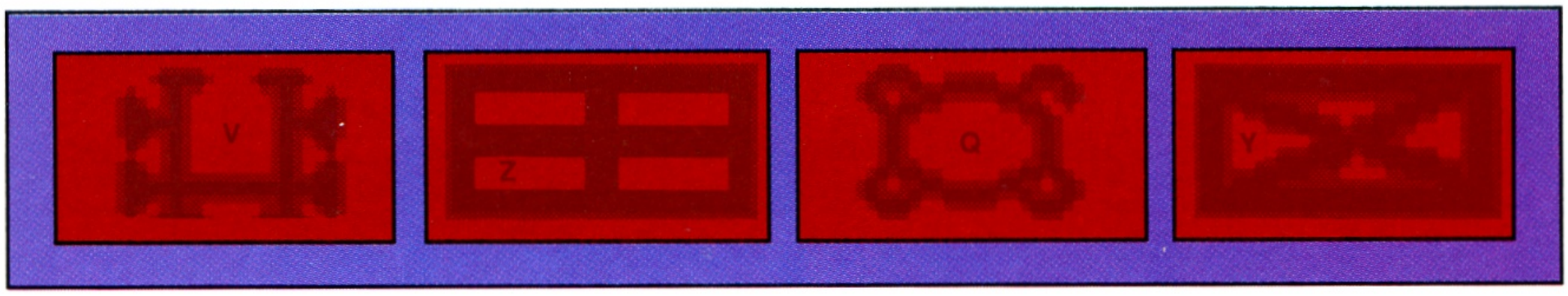
E. GEnie: From the main menu select 10 (Games), then select 1 (Games Round Table). Select 1 (Games Bulletin Board), and type **set 22** at the '?' prompt. This will take you into the Sierra On-Line area.

For more information on these BBS lines, you can call these toll-free numbers:

Compuserve (800) 848-8199
Prodigy (800) 822-6922
PCLink (800) 458-8532
AppleLink (800) 227-6364
GEnie (800) 638-9636

3. The magazine Questbuster's Journal is a helpful source of many game hints.
4. Your local software dealer may carry our hint books, or may be willing to order them for you.
5. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call (800) 326-6654 to place your order with a Visa, MasterCard or American Express card, or write :

Sierra On-Line Inc., Order Department,
P.O. Box 485,
Coarsegold, CA 93614.



6. Call our automated hint line at (900) 370-KLUE to receive a hint.
   NOTE: California residents, please dial (900) 370-5113.

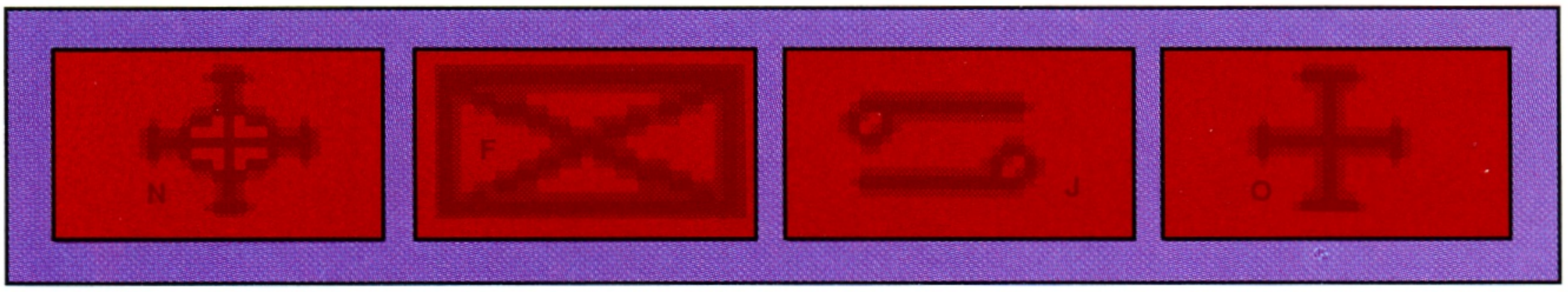
THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGES ARE: 75 CENTS FOR THE FIRST MINUTE AND 50 CENTS FOR EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENT'S PERMISSION TO CALL. THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN ON OTHER SIERRA TELEPHONE LINES.

7. Write a letter to the Sierra Hint Department, P.O Box 485, Coarsegold, CA 93614

PROBLEM DISK?

TECHNICAL HELP (MS DOS ONLY)

If you receive any of the following messages while playing ***King's Quest V***:
CRC ERROR: this message means you have a bad disk. It stands of Cyclic Redundancy Check, a way to check for errors.
DATA ERROR READING DRIVE A: this message means you have a bad disk.
GENERAL FAILURE READING DRIVE A: this message may mean you are trying to read an MS-DOS high density disk on a low density floppy drive. Call Sierra Customer Support at (209) 683-8989 for information about the Low Density version of ***King's Quest V***.
INSERT DISK #_: (when you have inserted that disk) means you may need to create a boot disk. See BOOT DISK INSTRUCTIONS, below.
NOT ENOUGH SPACE ON DRIVE TO INSTALL GAME: (when you have cleared at least 6 Megabytes of storage space on your hard drive for the 16-color version, or 9 Megabytes for the 256-color version) means that the version of DOS you are using has created an extended File Allocation Table, and the game program is not reading it properly. Reinstall the game, Choosing SMALL INSTALL during the Install procedure. This will copy



the STARTUP disk to your hard drive. Copy the *remaining* disks one at a time to C:\SIERRA\KQ5 by typing: **copy a:*.* c:\sierra\kq5**.

OUT OF HUNK: this message means you may be running RAM-resident programs such as Windows, Sidekick, a DOS shell, or other programs that remain resident in your computer's memory even when you are not using them. Booting your computer with a BOOT DISK will solve this problem. See BOOT DISK INSTRUCTIONS, below.

SECTOR NOT FOUND READING DRIVE A: while reading any MS-DOS game disk means you have a bad disk. See REPLACING DISKS, below, for more information.

If, after loading the game, you see only a blank screen:

You may have made incorrect graphic or sound support choices during the Install procedure. Rerun the installation, and choose again

If, after loading the game, you see only a blank screen with a mouse pointer:

You may have one of the newer SoundBlaster cards without CMS chips installed, and you may have selected GameBlaster support during the Install procedure. Reinstall, selecting AdLib support.

if you attempt any of these solutions and the problem persists, call Sierra Technical S upport **(209) 683-8989** for assistance.

BOOT DISK INSTRUCTIONS

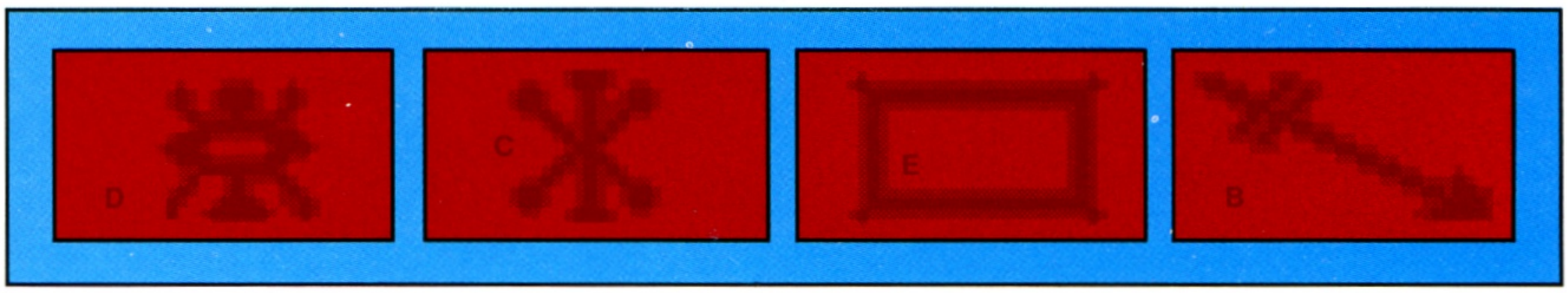
Booting your computer system with a Boot Disk before you play ***King's Quest V*** will keep any TSR (Terminate-and-Stay-Resident) programs from being loaded into memory.

PLEASE NOTE: THE FORMAT COMMAND MUST BE USED WITH CARE TO AVOID ERASING ALL STORED INFORMATION ON YOUR ACTIVE DRIVE. PLEASE FOLLOW THE INSTRUCTIONS BELOW EXACTLY.

FORMATTING FROM A HARD DRIVE

1. Insert a blank disk into Drive A:

2. At the C: prompt, type: **format a:/s** [ENTER].



Note: If your A: drive is a 5.25" high density drive, using a low density disk, type: **format a:/s /t:40 /n:9**
If your A: drive is a 3.5" high density drive, using a low density disk, type: **format a:/s /t:80 /n:9**
3. Follow the DOS prompts.

FORMATTING FROM A DISKETTE DRIVE

1. Insert your original DOS system disk in Drive A:.
2. At the A: prompt, type: **format a:/s** [ENTER].
3. When prompted, insert a blank disk into Drive A: and Follow the DOS prompts.

NOW YOU WILL NEED TO CREATE A CONFIG.SYS FILE FOR YOUR BOOT DISK:

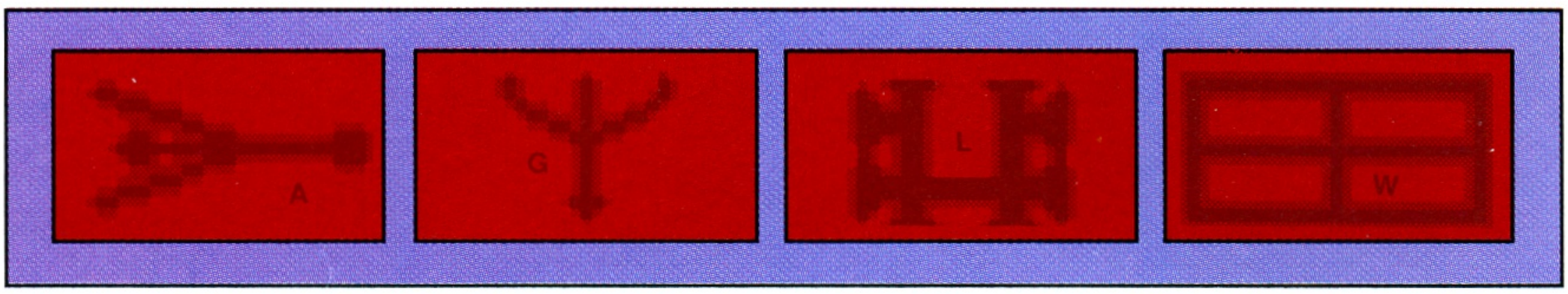
4. Insert your formatted blank disk into Drive A:.
5. Type: **a:** [ENTER].
6. Type: **copy con config.sys** [ENTER].
7. Type: **files=20** [ENTER].
8. Press the [F6] key, then press [ENTER].
You should see the message: **1 File(s) copied**.

IF YOU ARE USING DOS VERSION 4.00 OR VERSION 4.01, FOLLOW THE STEPS BELOW TO CREATE AN AUTOEXEC.BAT FILE. IF YOU ARE USING A DIFFERENT VERSION OF DOS, GO TO MOUSE DRIVERS, BELOW.

CREATING AN AUTOEXEC.BAT FILE FOR MS-DOS 4.0 AND 4.1
1. Type: **a:** [ENTER].
2. Type: **copy con autoexec.bat** [ENTER].
3. Type: **set comspec=c:\command.com** [ENTER].
4. Press the [F6] key, then press [ENTER].

NOTE: IF YOUR HARD DRIVE DOS PARTITION IS GREATER THAN 32 MEGABYTES, YOU MUST LOAD THE FILE SHARE.EXE ONTO YOUR BOOT DISK.

LOADING SHARE.EXE



1. Insert your Boot Disk into Drive A:
2. Type: **c:** [ENTER].
3. Type: **cd** [ENTER].
4. Type: **copy c:\share.exe a:**
If you get the message **file not found**, type: **copy c:\dos\share.exe a:** [ENTER].
If the file is still not found, call Sierra Technical Support at **(209) 683-8989** for assistance.

MOUSE DRIVERS

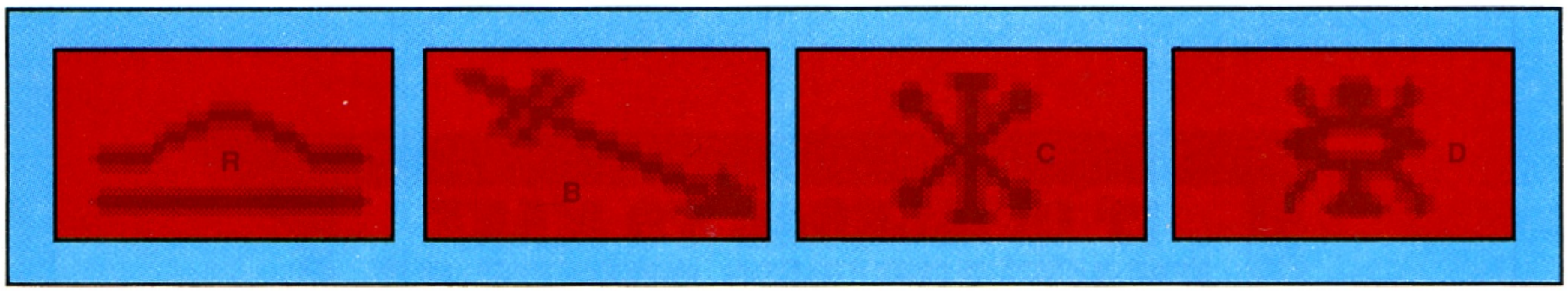
If you will be using a mouse to play King's Quest V, you must copy your mouse driver onto your Boot Disk. Refer to your mouse manual for information on how to install your mouse driver, or call Sierra Technical Support (209) 683-8989 for assistance.
AFTER YOU HAVE CREATED A BOOT DISK, YOU MUST REBOOT YOUR COMPUTER WITH THE DISK. LEAVING THE BOOT DISK IN DRIVE A:, PRESS [CTRL]-[ALT]-[DEL] KEYS AT THE SAME TIME. YOUR COMPUTER WILL NOW REBOOT, WITH A: AS THE DEFAULT DRIVE. TYPE c: [ENTER] TO CHANGE BACK TO YOUR HARD DRIVE. FOLLOW THE INSTRUCTIONS IN THE KING'S QUEST V MANUAL TO START THE GAME, AND HAVE A GREAT TIME!

STILL NEED HELP?

If you have created a Boot Disk and booted your system with it before playing King's Quest V, and your problem is still evident, something else is wrong. Call Sierra Technical Support at (209) 683-8989 for assistance.

TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request



assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.
If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5" or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

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